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• New Warriors Guide •

Hey guys! I've officially completed this book, and have posted a new, better updated, and sleeker-looking guide. If you're interested, feel free to check it out! **Warriors Guide 2.0**.

Thanks everyone for the support on here, and I hope you enjoy the next book! If you have any ideas of what to write a part on, comment here or on the new book!

Herbs And Their Uses

[image]

Here you can find out everything you've ever wanted to know about being a Clan medicine cat. Of course, we don't expect you to memorize all this. It's only here in case you need to find out something specific, such as a cure for bellyache. Things like that. :)

List of Herbs (in alphabetical order):

Alder Bark: Bark from an alder tree is good for healing toothaches.

Blackberry Leaves: This herb is good for bee stings.

Borage Leaves: This herb is used to treat fevers. It also helps nursing queens bring up their milk supply.

Burdock Root:This herb is used to treat infections, and is especially good for rat bites.

Catmint (also called catnip): This herb is good for treating whitecough and greencough.

Celandine: This herb is used to ease pain. It can also be used to treat injuries of the eyes.

Chamomile: This herb is used to calm a cat in the case of a nervous breakdown or severe shock.

Chervil: This herb is used to treat bellyache.

Chervil Root: This herb is used to keep away and treat infections.

Chickweed: This herb can be used as another treatment for greencough.

Coltsfoot: This herb can be used as another treatment for whitecough. It can also be used to ease a sick cat's breathing.

Comfrey: This herb is used to put broken bone on the right path for mending.

Daisy Leaves: This herb is used to soothe aching joints.

Dandelion Leaves: This is another herb used to calm a cat in the event of a nervous breakdown or severe shock.

Dock Leaves: This herb is used to treat nettle stings. Its juices are also good for soothing sore paw pads.

Elder Leaves: This herb can be used to help treat sprains.

Feaverfew: This herb is used to cool feverish cats and treat headaches.

Goldenrod: This herb is used in poultices to treat aching joints and stiffness. It can also be used to treat severe injuries.

Goosegrass: This herb is used to stop bleeding from a wound.

Horsetail: This herb is used to treat infected wounds.

Juniper Berries: This is another herb used to treat bellyache. It can also be used to calm a cat in the event of a nervous breakdown or severe shock.

Lavender: This herb is used to treat coughs and fevers. It can also be used to calm a cat in the event of a nervous breakdwn or severe shock.

Mallow: This herb is used to fight infection. It can also be used to treat bee or wasp stings.

Marigold: This herb is used to keep wounds from getting infected. It can also heal sores.

Nettle Leaves: This herb is used to keep down the swelling of a wound.

Nettle Seeds: This seed is used to counter the effects of weak poisons.

Oak Leaves: This herb is used to stop bleeding from a wound and to fight infection.

Parsley: This herb is used to stop the initial flow of milk in nursing queen. (After kits feed, a queen's milk still flows, and this herb is used to dry it up so it can be saved for later.)

Poppy Seeds: This seed is used to numb pain and help a cat sleep. Giving a cat more than two seeds may negitivly affect their health, so be careful.

Ragwort Leaves: This is another herb used to treat aching joints.

Raspberry Leaves: This herb is used to ease pain during a queen's kitting.

Snake Root: This herb is used to counter the effects of poison.

Tansy: This herb is used to treat coughs. It can also be used to heal wounds.

Thyme: Yet another herb used to calm a cat in the event of a nervous breakdown or severe shock.

Tormentil: This herb is good for treating wounds and countering the effects of weak poisons.

Traveling Herbs: These herbs are eaten by cats before making long journies, such as ones to the Moonpool or Moonstone. They keep away the pangs of hunger and give a cat strength.

Watermint: This is another herb used to treat bellyache.

Yarrow: This herb is used to make a cat vomit. This action expels poisons from the body.

Non-Herbal Medicine:

Cobwebs: Cobwebs are used to stop bleeding.

Honey: Honey is used to treat sore throats.

Mouse Bile: Mouse bile is used to make ticks release their grip on a cat.

Wild Garlic: Rolling in this herb can help to keep infection out of wounds. It is also good for rat bites.

Other Non-Herbal Treatments:

1. Gently nipping a cat's spine or pokeing it hard with a claw tests to see if the backbone is broken. If the subject does not feel the nip or poke, then the sprine is broken. Many times a medicene cat will have to poke/nip the subject multiple times in different places to find the break.

2. Licking a cat's fur can help clean wounds, comfort/calm down a shocked or grieving cat, and warm a cat who has become very cold. (Lick the cat's fur the wrong way to do this. The last method is most often used on kits.)

3. Soaking moss in water and holding the dripping moss before a sick, injured or weak cat makes it easier for them to drink. Soaked moss can also be used to cool feverish cats.

4. Rosemary or mint can be used to lighten the death-scent of a dead cat before burial.

5. Using nectar, honey or mouse blood can make herbs sweeter and more appealing to cats--therefore making it easier to take the medicene.

6. Holding a swelling wound in cold water takes down swelling. Cats can also soothe scraped pads by soaking them in water.

7. A cat with weak or hurting muscles/bone can take part in water therapy. Have them wade in water that is not too deep or shallow, and eventually they'll get stronger.

8. Having a sick cat wail or yowl keeps their lungs and chest clear of mucus.

Taking Care of Your Herbs:

Here is how a medicine cat should keep their herbs fresh and useable.

-- If any herbs are wet, leave them out in the sun until they dry.

-- Gather fresh herbs when your stock gets low.

-- Leave enough of the herb on the plant you use for gathering it so it can reproduce

-- Check your store often and throw out old herbs or herbs that have lost their healing qualities.

Other Herbs To Keep in the Medicene Den:

Note: ***ONLY use these herbs for self-defense against a cat who is a danger to all the Clans, or if a cat from your own Clan asks for a quick, painless path to StarClan while on his or her deathbed.***

Holly Berries: A poisonous berry. Cats die almost instantly if they are consumed. If consumtion if not intentional, use yarrow to get the berries out of the cat's stomach.

Deathberries (Yew berries): A posionous berry. Cats die almost insyantly if they are consumed. If consumtion is not intentional, use yarrow to get the berries out of the cat's stomach.

The berries listed above can also be used as traps for dangerous predators. (Snakes, moutian lions, foxes, badgers, ect.) Stuff a piece of fresh-kill with these berries and set it near the pedator's den. They will die quickly and painlessly.

Herbs And Their Appearances

[image]

Alder Bark: Bark from an alder tree

Blackberry Leaves: Leaves from the prickly blackberry bush

Borage Leaves: Small blue or pink star-shaped flowers with hairy leaves

Burdock Root: Tall-stemmed thistle with dark leaves

Catmint (also called catnip): A leafy and delicious-smelling plant

Celandine: Yellow flower with four petals

Chamomile: A small, white flower with a large, yellow center

Chervil: Fern-like leaves and small white flowers

Chervil Root: Sweet-smelling plant with fern-like leaves and small white flowers with roots described as being knobby and brown

Chickweed: Tall-stemmed plant with fat, almond-shaped leaves.

Coltsfoot: A plant with yellow or white flowers resembling dandelions

Comfrey: Large leaves with small bell-shaped flowers that are pink, white, or purple, and fat, black roots

Daisy Leaves: Dark green, oval shaped leaves

Dandelion Leaves: A green, long, spiky leaf

Dock Leaves: Common, large-leafed plant with a tangy smell and taste.

Elder Leaves: Short green plant with soft green leaves

Feaverfew: Small bush with flowers resembling daisies

Goldenrod: Tall plant with bright, yellow flowers

Goosegrass: Dark green, coarse grass, and is usually flat with lower leaf stems are white near the base

Horsetail: A tall, bristly-stemmed plant, referred to with fleshy stalks

Juniper Berries: Purple-blue berries

Lavender: Purple flowering plant

Mallow: Large fuzzy three-nubbed leaves from a flowering shrub; sweet rose scent

Marigold: A low-growing flower; yellow to bright orange

Nettle Leaves: Green, spiny seeds

Nettle Seeds: Green, spiny seeds

Oak Leaves: Round, cartoon-like ruffled leaves

Parsley: A long-stemmed plant with ragged-edged crinkly leaves, sharp scent, tastes cold and fresh, tastes the same fresh or dried

Poppy Seeds: Tiny, round black seeds that are shaken out of a dried poppy flowerhead

Ragwort Leaves: Tall shrub with yellow flowers. Tastes foul to cats

Raspberry Leaves: Soft to the touch, but with jagged edges

Snake Root: Small white flowers with long ends

Tansy: Round, yellow leaves, and has a very sweet and strong scent, making it good for disguising a cat's scent

Thyme: Small, delicate, thick, sticky leaves with a fresh tang

Tormentil: Yellow flower with four petals and an orange center. It

has a strong, aromatic scent to it and a sharp taste

Traveling Herbs: They consist of sorrel, daisy, chamomile and burnet. Sorrel is a large, green, oval-like leaf. Daisy is a thick, dark green, oval shaped leaf. Chamomile is a small, white flower with a large, yellow center. Burnet has oval-shaped leaves with serrated edges. Stems grow 50-200cm tall, with large clusters of small flower buds on top

Watermint: A green, leafy plant

Yarrow: A white flowering plant

Cobwebs: Long, thin, shiny strands spun into a web by spiders. Very common

Honey: A sweet, golden-coloured liquid made by bees

Mouse Bile: Foul smelling, yellowish-green liquid.

Wild Garlic: Bright green leaves that rise above the turf. If you can't identify it you will surely know it's there because of its strong smell

Holly Berries: Plant with spiny leaves that produces red berries with no medicinal value

Deathberries (Yew berries): Red berries from the dark-leaved, poisonous yew bush

Herbs And How They Are Used

[image]

Alder Bark: Rub on the cat's tooth/teeth

Blackberry Leaves: Chewed into a pulp

Borage Leaves: Chewed and eaten

Burdock Root: The root is dug up, the soil is washed off, and it is chewed into a pulp

Catmint (also called catnip): Eaten

Celandine: Juice is trickled into the eye

Chamomile: Eaten

Chervil: Chewed to extract the juice of the leaves or the root

Chervil Root: Chewed into a pulp

Chickweed: Eaten

Coltsfoot: Leaves chewed into a pulp

Comfrey: Chewed into a poultice or can be lined in one's nest

Daisy Leaves: Chewed into a paste

Dandelion Leaves: Leaves are chewed

Dock Leaves: Chewed up and applied to scratches, or can be lined in one's nest

Elder Leaves: Chewed into a poultice

Feaverfew: Eaten

Goldenrod: Chewed into a poultice

Goosegrass: Chewed into a poultice

Horsetail: Chewed to a poultice, and applied to wounds

Juniper Berries: Chewed and eaten

Lavender: Placed under a cat's nose and is to be inhaled constantly, or rubbed/placed on an animals body to hide the scent of death

Mallow: Eaten

Marigold: Petals or leaves chewed in a poultice. Juice can be used as well

Nettle Leaves: Eaten or applied

Nettle Seeds: Eaten or applied

Oak Leaves: The dried leaves are to be stored in a dry location until the time of usage, then they are chewed into a thick poultice and spread on a wound

Parsley: Eaten

Poppy Seeds: Chewed on

Ragwort Leaves: Crushed and chewed; mixed with juniper berries, it can help aching joints

Raspberry Leaves: Eaten

Snake Root: Applied to wounds

Tansy: Consumed, but only in small doses

Thyme: Leaves can be chewed on

Tormentil: Chewed and applied to a wound

Traveling Herbs: Eaten

Watermint: Chewed into a pulp then eaten

Yarrow: Its leaves are chewed into a poultice that can be given to cats or applied to a wound depending on the situation

Cobwebs: Pressed over wound

Honey: Eaten or given by moss soaked in it

Mouse Bile: Stored in moss and dabbed onto ticks embedded in pelt

Wild Garlic: Rolled in to strongly cover scent

Herbs And Their Locations

[image]

Want these herbs, but don't know where they are located? All information is below!

Alder Bark: Boggy, wet terrains

Blackberry Leaves: Almost anywhere; they are very handy plants

Borage Leaves: Grows best in forests

Burdock Root: Grows best in dry areas

Catmint (also called catnip): Rarely found in the wild; mostly found in Twoleg gardens

Celandine: Grows better on ThunderClan's territory, though it also grows on RiverClan's territory

Chamomile: Twoleg gardens

Chervil: Forest Territories, such as Snakerocks

Chervil Root: Forest territories, such as Snakerocks

Chickweed: Forest territories, such as Snakerocks

Coltsfoot: Grows by a waterfall in RiverClan's forest territory. It also grows well in ShadowClan's lake territory

Comfrey: Damp, grassy places

Daisy Leaves: Almost everywhere

Dandelion Leaves: Almost everywhere

Dock Leaves: Doesn't grow well in mountains, best in leafy areas

Elder Leaves: Almost everywhere

Feaverfew: Along the water

Goldenrod: WindClan moors

Goosegrass: Grassy places

Horsetail: Any marshy area

Juniper Berries: Places that are not wet

Lavender: Twoleg gardens, or can be found in sunny slots with sandy or gravelly soil

Mallow: Near the shore; best collected at sunhigh when they are dry

Marigold: Near water

Nettle Leaves: Forest territories

Nettle Seeds: Forest territories

Oak Leaves: All over the forest and collected in leaf-fall

Parsley: Moist, well drained soil full of sun

Poppy Seeds: All over forests

Ragwort Leaves: Almost everywhere, especially in cool areas with high rainfall

Raspberry Leaves: Raspberry bushes

Snake Root: Warmer areas, however some grow in cooler areas

Tansy: In the forest near Twoleg places

Thyme: Hot, sunny locations

Tormentil: Cool or cold areas, but other types may be found in gardens

Traveling Herbs: Sorrel can be found near Twoleg nests. Daisy can

be found almost everywhere. Chamomile can be found in Twoleg gardens. Burnet can be usually found in dry, grassy meadows

Watermint: Streams or damp earth

Yarrow: In the Forest Territories such as Snakerocks

Cobwebs: All around the forest; wherever spiders may harbor

Honey: Honeycombs or bee nests up in trees

Mouse Bile: Anywhere that mice may be present

Wild Garlic: Not far from the entrance of ThunderClan's camp

Diseases, Injuries, and Symptoms

[image]

Here are the symptoms with the remedies that cats in the wild will get.

****

❇ *Aching Joints* ❇
Very common in the elders of a clan/tribe.This most commonly known as Arthritis. It is caused by cold weather, damp nests, and plain old being elderly.
Symptoms: Joints in the
body become stiff and sore. Swelling/inflammation can happen.
Best Treatment: Burdock root & daisy leaves, nettle leaves & goldenrod.

❇ *Torn Claw* ❇
In this case the carotene (the part of the claw that contains blood vessels) of the claw has been broken or caught on something. This is very common. Given a few days time this will heal quickly.
Symptoms: broken layers of carotene, victim limping, swelling, pain, some bleeding.
Best Treatment: Marigold, poppy seeds, and cobwebs

❇ *Sores* ❇
Similar to a bruise. The skin has become raw due to rough activity. It is not a serious illness/injury, but it is best to get it treated.
Symptoms: Skin is red and raw, cat's in pain and stiff.
Best Treatment: Simply give them poppy seeds and rub the tender area with chewed up comfrey

❇ *Toothache* ❇
Toothaches happen when there is a loose tooth, cavity, or gum disease. This best to be
treated as quickly as possible.

Symptoms: Loose tooth/teeth, hole in teeth/tooth, or inflammation of the gums. Pain is present.
Best Treatment: For cavities it is best they are pulled out while cat is restraint, other two you can just give alder bark/tansy/broom.

❇ ***Tummy Ache*** ❇
This is very common . . . most of all in kittens.This can happen if a cat has eaten too much or ate something unpleasant. This can also be a symptom for more
serious illnesses too, so double check the facts.
Symptoms: Aching/Cramping pains in the stomach.
Best Treatment: Watermint & Chervil Root, Juniper Berries & Poppy seeds

❇ ***Aches/Pains*** ❇
This is also very common. This tends to happen if a cat pushed his/her self too hard in training/hunting/fighting. It can also happen in elders when they simply tend to
ache - or a day after a big battle.
Symptoms: Sore, stiff, and
reluctant to move or do anything.
Best Treatment: Give them some poppy seeds and order them a day of bed rest (if the pain is bad
enough).

❇ ***Thorns*** ❇
This is also common. A cat will have anywhere to a single thorn to more then one stuck in the
skin. This very painful!
Best Treatment: Pull the thorn(s) out immediately, then treat the wound.

❇ ***Cuts*** ❇
Again, very common. This can happen to kits when they play too hard or an apprentice/warrior
trying too hard as well. It can happen in battle, also.
Best Treatment: Simply use marigold or garlic after rubbing it down with a dock leaf. Cover with cobwebs

❇ ***Swelling*** ❇
This happens all the time with all times of injuries, bruises, and

infections.
Symptoms: Inflammation & pain.
Best Treatment: Chewed alder bark & goldenrod (juice), nettle leaves & poppy seeds.

❇ ***Fever / Headache*** ❇
In this case the cat has fallen ill or suffering from infection or heat stroke or lack of liquids. They will feel hot and their head will hurt.
Symptoms: Headache; pain, can't
stand sunlight and sounds. Fever; Sweating, hot, dizzy.
Best Treatment: Drink plenty of water, nettle leaves & poppy seeds, borage leaves & willow bark.

❇ ***Cough*** ❇
An irritation of the throat/lungs. Caused commonly by illness. Most commonly gained during leafbare.
Best Treatment: Honey(for dry throat) & tansy.

❇ ***Trouble Sleeping*** ❇
In this case the cat is stressed, over-worked, having
nightmares, is very depressed, or very ill.
Best Treatment:
Ragwort, poppy seeds, or chervil root.

❇ ***Low On Milk*** ❇
This happens only for queens near kitting or have kits.
Best Treatment: Give the queen borage leaves to increase milk flow.

❇ ***Asthma / Trouble breathing*** ❇
When a cat has asthma or trouble breathing this can be life threatening. Their breathing becomes rapid and unsteady. This can also be effected allergies and kitting.
Symptoms: Rapid and unsteady breaths, wheezing.
Best Treatment: It is best to give coltsfoot and/or juniper berries. For kitting queens give coltsfoot.

❇ ***Bee / Wasp Sting*** ❇
This sometimes happens to the younger cats and kittens. This happens when a bee/wasp is defending itself.
Best Treatment: Remove the bee stingers (if bee) gingerly as

possible without squeezing the venom sack. Nettle leaves & poppy seeds or dandelion stems (liquid inside) & alder bark.

❇ ***Ticks / Fleas*** ❇
For this simply use mouse bile to shoo those pesky bugs out of your fur.

❇ ***Rash*** ❇
A rash happens when a cat has scratched too much, allergy, or is too hot.
Symptoms: Red, tender area.
Best Treatment: Nettle leaves & poppy seeds, goldenrod juice & burdock root.

❇ ***Cracked Paws*** ❇
This happens when the skin has grown hard or too tender, causing it to crack and bleed.This is most common in the elders. If not treated, infection can kick in.
Best Treatment: Goldenrod juice, garlic, and cobwebs.

❇ ***Chill (Cold / Flu)*** ❇
This happens the most when a cat falls into the water or it is freezing cold outside. This illness is minor but can turn into deadly hypothermia or minor whitecough if not treated.
Symptoms: The cat will have chills, mild fever, stuffy/runny nose, aches, sneezing, and feel
tired.
Best Treatment: Honey (throat), poppy seeds, water & bed rest, feverfew/lavender.

❇ ***Irritated Throat / Smoke Inhalation*** ❇
A tender/raw, sore throat can be caused by a number of things. The most common being illness, allergies, or breathing in smoke from a fire. This illness is very mild.
Symptoms: The throat will be a bit swollen or red and will be ether dry, itchy, sore, or painful.
Best Treatment: Give them honey and if they breathed in smoke, give coltsfoot or juniper berries too.

❇ ***Aching/Infected Eyes*** ❇
Another common ailment but happens more often in greenleaf and

newleaf. The eyes will be
be try/watery and will have a hard time opening and closing the eyes. In a case of infection the eyes will be red and the skin tender/ swollen and may even bleed!
Best Treatment: Celandine and eyebright/garlic/dried oak leaves.

❇ ***Bleeding*** ❇
This happens when a cat has been wounded.
Best Treatment: Marigold and cobwebs.

❇ ***Shock / Anxiety*** ❇
This happens when a cat has been badly injured, has a phobia, or witnessed a stressful/frightening sight. For this the victim must take extra caution not to do more damage if the cat is injured.
Symptoms: They'll be unresponsive or very jumpy/timid and fear-scent can be detected some times.
Best Treatment: Lavender, thyme leaves, or tansy.

❇ ***Wounds*** ❇
This can be anywhere from minor to critical.But in any case it should be treated quickly so not to let infection start.
Best Treatment: Alder bark (chewed) & bay leaves, garlic & horsetail, or marigold/pot marigold and comfrey root. Apply cobwebs after.

❇ ***Infection*** ❇
This happens when a wound has been left untreated. This is most common after being bitten by a rat. This best to be treated immediately, for it
can be deadly!
Symptoms: Bad stench, pus, pain, raw/tender skin, and fever (if bad enough).
Best Treatment: Horsetail & chervil leaf juice or burdock root & marigold.

❇ ***Juvenile Kidney Disease*** ❇
In the books Heavystep of RiverClan had this ailment. Medicine cats don't have a name for this illness nor know the human name for it.

A cat will die from this if it is bad enough.
Symptoms: Dehydration, vomiting, weakness, loss of ability to pass "dirt", softening of pads causing cracked pads.
Best Treatment: Crushed beech leaves (eaten), no true cure for this ailment.

❇ ***Carrionplace Disease*** ❇
Out of all the Clans, ShadowClan knows it the best. This happens when the cats get careless and bring back an infected rat or comes in contact with one with the ailment. This illness is similar to greencough but is dangerous and it comes with an unbearable stench!
Symptoms: Troubled breathing, violent coughing fits, fever, loss of hunger, lack of sleep, exhaustion. **Best Treatment**: Borage, coltsfoot, angelica (only for this illness), juniper berries, honey, and feverfew.

❇ ***Poison*** ❇
This happens when a cat eats a toxic plant (there are A *LOT!*) or bitten by a venomous snake (more common for ThunderClan). This is to treat quickly and immediately or the cat will die!
Symptoms: Dizziness, aches & pains, headaches, fever, sweating, loss of consciousnesses.
Best Treatment: Snakeroot and/or yarrow. If not at paw, use another herb that can expel the toxins.

❇ ***Broken Bones*** ❇
A injury most common if hit by a monster or falling from an extreme height or a severe beating.
Symptoms: Swelling in the place of the broken bone, pain, resistance to walk/run/move.
Best Treatment: Put the bone back in place then use the following herbs; poppy seeds & birch bark (moist), broom & horsetail. Apply a splint after words.

❇ ***Kittencough*** ❇
An illness that effects the respiratory system that only kittens get.
Symptoms: Similar to that of Whitecough.
Best Treatment: Coltsfoot, garlic, feverfew/lavender, and nettle.

❇ ***Whitecough*** ❇
Very similar to the flu and kittencough, a common ailment. It can, however, turn into ether greencough or deadly blackcough if left untreated.
Symptoms: Sneezing, coughing, runny nose, feeling tired, and have a slight fever.
Best Treatment: Catnip, feverfew/lavender, honey, poppy seeds (induces sleep), water, bed rest.

❇ ***Greencough*** ❇
This illness comes when whitecough hasn't been treated soon enough. It is similar to pneumonia. Very contagious; cats with this MUST be separated from the other cats. Normally caught during freezing conditions. Can turn into fatal blackcough!
Symptoms: Sluggishness, fever, wheezing, and phlegm streaming from nose & mouth.
Best Treatment: Feverfew/Lavender, catnip/chickweed, and coltsfoot (to ease the breathing).

❇ ***Blackcough*** ❇
This illness is fatal and has a high chance of the cat not surviving it. Whitecough or Greencough can advance to this if not treated. You can try to treat it but if it is in the late stages nothing can be done. In this case the humane thing is ease their way to StarClan.
Symptoms: Severe wheezing & coughing, phlegm streaming from nose, pus or blood expelled somewhere and some way on/out of the body, sweating, high fever, and weakness/lethargy.
Best Treatment: Feverfew/Lavender and catnip.

❇ ***Death Disease*** ❇
A very painful illness that kills the cat slowly. Also known as Lime Disease to humans. This illness is worse then blackcough and there is no cure! The humane thing is ease their way to StarClan.

❇ ***Morning Sickness*** ❇
This only happens to expecting queens. . . but luckily, it's easy to treat! Certain herbs must be avoided for expecting queens.
Symptoms: They will experience flu/cold like symptoms to

a degree.
Best Treatment: Allow her to rest and have water. Give her poppy seeds, avoid juniper berries and use raspberry or nettle leaves
instead.

❇ ***Sprains / Twisted paws / ankles*** ❇
In this case the cat has but too much stress on the joints or has tripped or become stuck for a time. This injury is very minor.
Symptoms: Swelling, painful to touch and move, can't put pressure on it.
Best Treatment: Stay off the injury and apply nettle leaves and give poppy seeds.

❇ ***Hypothermia*** ❇
This most common in leaf-bare but it can happen at any time. This illness is caused most commonly when a cat is soaking wet and stays in the cold
too long. This ailment happens when the body can't/struggles to keep a steady temperature. There are 4 stages: Impending, mild, moderate, & severe.
Symptoms: Sluggishness, drowsiness, fatigue, stumbling, thickening of speech, amnesia, irrationality, hallucinations, lack of perceptual in any place, blueness in skin, enlargement of pupils, decrease in heart and respiration rates, state of near unconsciousness, insensibility,
shivering, poor coordination.
Severe Symptoms: Poor speech, disorientation,
decrease in shivering followed by rigidity of muscles, blueness of skin, weak/irragular pulse.
Best Treatment: Get the cat's body warm at all costs but be careful not to do it too fast. Keep the victim out of the wind
and cold and place in a pre-warmed nest and have other cats sleep around him/her to give warmth. The rest is in StarClan's paws.

Tail Signals

[image]

Tail Signals is a skill first used and invented by ShadowClan, but this system of the signals are now used by all Clans. Generally, the leader of the patrol, whether hunting or border patrolling, is responsible for giving the signals; warriors and apprentices learn many tail signals, and to keep the leader's tail in sight at all times and react at once when an order is given.

Tail Held Erect: Stop

Tail Rippling: Move forward slowly - with care

Tail Held Erect and Sweeping Slowly from Side to Side: Retreat Silently

Tail Pointing Low Parallel to the Ground and Sweeping: Spread out

Tail Flattened: Get down

Tail Bobbing: Enemy sighted

Tail Hooked: Danger

Tail Pointed Sharply: Go that way

Tail Held Erect and Waving from Side to Side: Stay behind me

Tail Kinked over Back: Follow me

Tail Flicking over Back: Leave, but be careful

Tail Tip Facing Other Way: Attack

Kink tail: Attack

Tail Flicks

[image]

A tail flick can be used in many ways. It can mean, "Follow me," "I heard you," or even, "Be quiet!" Listed below are some different situations.

❇ A sharp flick and an agitated expression usually means the cat is annoyed, irritated, or impatient.

❇ A bristle and a sharp flick of your tail usually means "Get over here now! I'm angry with you!"

❇ A flick and jerking your head in a certain direction means "Meet me to the bushes at your left" or "Sneak out of camp with me through the brambles to the right."

❇ If you call out to someone and their back is to you, they can flick their tail to show that they've heard.

❇ Sticking your tail straight up in the air and flicking it sharply down means "Sit!"

❇ An eye-roll and a flick of the tail means "Whatever."

❇ A mrrow of laughter and a flick of a tail means "That was a good joke."

❇ Saying, "Oh, fox-dung, I gotta go!" and flicking your tail means "Sorry! Talk to you later?"

❇ Flicking your tail at a she-cat's belly and smiling means "She's expecting kits!"

❇ Flicking your tail at someone and making a face means "What is wrong with him/her?"

❇ A sharp flick of your tail during battle can mean two things; it

can mean "Attack!" or "Help me!"

❇ A shrug followed by a tail flick: "Oh well."

❇ Putting a tail over another cat's mouth means "Be quiet"

❇ When the flick/movement of the tail is sharp can mean "Please, quiet" when the cat is talking too much.

❇ A flick in a certain direction can emphasize that they've got to go or look there.

❇ A normal flick can just be caused in amusement.

❇ A tail flick can be a way to vent anger or rage.

❇ Sometimes a cat can flick their tail when about to say something funny or sarcastic.

❇ A tail flick can also be executed in an arrogant, conceited, or contemptuous manner.

❇ Anxiety is another feeling that can trigger stiff tail flicks.

❇ Though many tail flicks occur in rash emotions, the tail can also be flicked happily.

❇ A tail flick can mean that the cat is bored.

❇ The tail can be flicked playfully on another cat's muzzle.

❇ A flick executed in the air can change the direction the cat will land.

❇ The need to protect can also be demonstrated by a tail flick.
A cat may flick his/her tail to prompt something.

❇ The tail can be flicked in a proud manner.

❇ A cat may also flick their tail when about to give them a lecture on what is right.

❇ Eagerness can cause tail flicks as well.

❇ A tail flicking one way, then the other is used when one is to surround a cat with others.

Other Tail Signals

[image]

There are several other motions that can be done with the tail. Listed below are some different situations:

❇ Stroking another cat's spine or shoulder with the tail is a sign of affection or sympathy.

❇ Stroking on the cheek has the same meaning.

❇ Lashing their own tail usually happens in times of anger. However, this can also be a sign of excitement.

❇ Wrapping their tail around another cat shows affection or the need to protect. Mother cats often wrap their tail around their kit(s).

❇ The tail can also be used to beckon another cat.

❇ The tail can also show different emotions; a drooped tail, for instance, usually means the cat is sad.

❇ When first starting to hunt, it is instinct to swish their tail, but in order to catch prey properly, the tail must be kept still.

❇ Swishing their tail can mean that the cat is very excited and ecstatic. It can also be a sign of commencing an action or contemplating an important decision.

❇ Lifting their tail up is a form of composure, just as we humans sit up to recompose ourselves.

❇ The tail can be used to brush another cat away if they're not wanted. However, it can also be used for the opposite: to beckon a cat closer.

❇ When a cat cares for another cat, he/she can smooth their fur with the brush of the tail.

❇ A cat can whisk their tail when being conceited to show that they know everything.

❇ Twitching their tail can be a sign that they are skeptical about something.

❇ Crossly whipping their tail is a demonstration of anger.

Fighting Techniques

[image]

BACK KICK
Explosive surprise move to catch opponent from behind. Judge opponent's distance from you carefully, then lash out with your back legs, taking all weight on your front paws.

BELLY RAKE
A fight-stopper. Slice with unsheathed claws against the soft flesh of the opponent's belly. If you're pinned down, the belly rake quickly puts you back into control.
Example: *Fireheart threw her off and flipped over onto his back. Too late he realized that he'd exposed his soft belly. Leopardfur didn't waste a moment. She reared up and came down on Fireheart with all her might. Fireheart felt the wind knocked out of him before the thorn-sharp claws dug into his belly.*

FRONT PAW BLOW
Frontal attack. Bring your front paw down hard on your opponent's head. Claws sheathed.
Example: *The two cats leaped at each other and began rolling over and over in a play-fight. Graypaw swiped at Firepaw with a hefty paw and the young apprentice's head buzzed with stars.*

FRONT PAW STRIKE/FOREPAW SLASH
Frontal attack. Slice downward with your front paw at the face or body of your opponent.
Example: *Silverstream drew back a paw and he saw her long claws flash as she prepared to swipe him. As Fireheart screwed up his eyes, bracing himself for the blow, he heard an achingly familiar yowl.*

KILLING BITE
A death blow to the back of the neck. Quick and silent and sometimes considered dishonorable. Used only as a last resort.
Example: *Firepaw screeched in shock as Yellowfang slammed into him, knocking him sideways. Two heavy paws clamped down onto his shoulders, and iron jaws closed around the back of his neck. "Murr-*

oww!" he grunted, already thinking fast. If the other cat were to sink its fangs to deep, it would all be over.

LEAP-AND-HOLD
Ideal for a small cat facing a larger opponent. Spring onto opponent's back and grip with unsheathed claws. Now you are beyond the range of the opponent's paws and in position to inflict severe body wounds. A group of apprentices can defeat a large and dangerous warrior in this way. Watch for the drop-and-roll counter move, and try to jump free before you get squashed.
Example: *Bone sprang backward, only to cannon into Bramblepaw and Ashpaw, who came charging across the clearing at the same moment. Firestar saw his apprentice leap onto the huge deputy's back, while Ashpaw bit down on his hindleg.*

PARTNER FIGHTING
Warriors who have fought together will often fall instinctively into a defensive position, each protecting each other's back while fending off an opponent on either side. Slashing, clawing, and leaping together, battle pairs can be a whirlwind of danger for attackers.
Example: *Not far away, Barley and Ravenpaw were battling side by side against a pair of identical gray tomcats, lean warriors whose collars bristled with teeth. Barley hissed at him, rearing up to swipe both forepaws at the gray warrior's ears. Ravenpaw pressed forward beside him, and the two BloodClan warriors were gradually forced back into the bushes.*

PLAY DEAD
Effective in a tight situation, such as when you are pinned. Stop struggling and go limp. When your opponent relaxes his/her grip, thinking you are defeated, push yourself up explosively. This will throw off an unwary opponent and put you in attacking position.
Example: *Firepaw forced himself to go limp, relaxing his muscles as if in submission, and let out a pretend howl of alarm. Yellowfang bit down. Firepaw surged upward with all the strength in his powerful young body. The she-cat gave a snarl of surprise as she was thrown clear. She tumbled backward into a gorse bush.*

SCRUFF SHAKE
Secure a strong teeth grip in the scruff of your opponents neck; then

shake violently until he or she is too rattled to fight back. Most effective against rats, who are small enough to throw. A strong throw will stun or kill them.
Example: *Firepaw rushed over to Graypaw, who was being attacked from both sides by two smaller rats. Firepaw lunged at the nearest one, giving it a bite that left it dead. Graypaw managed to turn and pin down the other with his claws. He grabbed it with his teeth and flung it into the ditch as hard as could. It did not come back.*

TAIL YANK
Grab your opponent's tail and yank it with such force your opponent is thrown off balance.

TEETH GRIP
Target your opponent's extremities- the legs, tail, scruff or ears- and sink in your teeth and hold. This move is similar to the leap-and-hold except your claws remain free to fight.
Example: *Firepaw saw his chance. He threw himself forward, crouching low, and clamped his jaws tight on Yellowfang's back leg. "Mur-ugh!" The taste of the matted fur was horrible, but he chomped down hard.*

UPRIGHT LOCK
Final, crushing move on already weakened opponent. Rear up on back legs and bring weight down on opponent. If opponent does the same, wrestle and flip him under you. This makes you vulnerable to the belly rake, so it takes great strength and speed.
Example: *This time, as Firepaw leaped at Bluestar he stretched out his forepaws. She reared up on her hind legs and used her forepaws to twist him away. As he felt himself slipping, Firepaw scrabbled with his hind paws in the sand, but it was too late and he flopped heavily unto his side.*

HALF-TURN BELLY RAKE
Turn onto your side, slip under the opponent's belly, rake it with your claws, then swiftly turn back onto all fours out from under your opponent.

BADGER DEFENSE
Leap over opponent, turn on your back legs and bite opponent's leg. Used only when fighting badgers.
Example: *Ashfur reared up and leaped forward, high enough to clear a*

badger's back. He landed without dropping his forepaws and spun around so fast that Lionpaw marveled at how he kept his balance. Then he ducked down, back onto four paws, and twisted to his side, snapping his jaws and though clamping them into a badger's hind leg.

DUCK AND TWIST
Simple defensive move. The cat ducks then twists around, rolling over onto his/her back, and then springs to their paws.

JUMP AND PIN
Complicated move. Leap backwards, and bounce off the wall. With precise accuracy, land on the cat.

AMBUSH DROP
If it is possible to get above your opponent in a tree or higher ground, this move may prove very useful for an ambush and an advantage at the beginning of a fight. The element of surprise is priceless, and this move allows for a quick, direct attack. Climbing into a tree branch or even on the side of a tree to twist and fall onto the back of an intruder with claws unsheathed can give you a good position to give a nasty bite.

DROP-AND-ROLL
Counter move for the leap-and-hold, this move is valuable when fighting a smaller or equal sized opponent who has a strong grip. Roll over and try to smother or squash them to loosen their grip. Be prepared for a quick recovery so as not to make yourself vulnerable.

DROP-AND-KICK
Counter move to the upright lock, this move requires the knowledge that your opponent will be using the upright lock -- watch for signs that your opponent is confident in their size and strength. When the opponent moves into the upright lock position with both paws raised, quickly move under them and strike up with powerful back legs. Preformed without enough speed this move is disastrous, and should only be used with confident fighters.
Example: *Firepaw raised a paw and swiped at her left ear. She ducked to avoid his strike and reared up, towering over him. Quickly Firepaw rolled onto his back, slithered beneath her body, and in one fast movement kicked both his back legs upward into her belly. Bluestar was flung backward and fell onto the sandy earth with a loud grunt.*

DODGE
A common but effective strategy for a quick cat to disarm an opponent and avoid attack. Watch an opponent's eyes carefully to anticipate the target, and leap out of the way when they strike.
Example*: Firepaw felt a rush of satisfaction as he leaped, but it turned to confusion as Bluestar unexpectedly sprang into the air and let him crash into the ground were she had stood just a heartbeat before.*

UNBALANCE
This move is a natural one aimed at disarming an opponent by knocking them down or making them stumble. It's a straightforward attack, and it's necessary not to betray your target with your eyes. Target legs and shoulders to unbalance with a paw strike, backlegs, a muzzle, or go in with a powerful head butt.
Example*: Hollypaw took a quick breath and then threw herself at Cinderpaw. Before she knew what was happening Cinderpaw and knocked one her forelegs from under her with a powerful front paws. Then tipped her over with a rolling shove from her hind legs.*

BACK LEG RAKE
The back legs are less mobile then the front, but have a lot of power, which makes them useful weapons of attack. This move requires pinning the opponent down by the shoulders and clawing their back with the hind legs.
Example: *With his strong hind legs Firepaw clawed at her back till she squealed and struggled away from him, running headlong into the thick undergrowth that surrounded camp.*

REVERSE REARED STRIKE
This is another unusual advanced battle move using a combination of the front paw strike, upright lock, back kick and a powerful jump. Kicking behind with the back legs and leaping backward onto the front paws (which acts as an automatic dodge for the drop-and kick move) and raking down with a powerful front strike.
Example: Flicking his hind legs into the air, he spun around on his forepaws and leaped backward, then reared up and raked the air with each paw before tucking his head down and doing a neat forward roll.

DEFENSE ROLL
Below the opponent's move can strike, duck your head and roll

sideways and leap up. It's not an offensive move, but a quick move with a fluid recovery can catch your opponent off guard.
Example: Leafpool dipped her head, twisted around, and rolled onto her back before spinning back on up to her paws. The whole move was over in a heartbeat.

ENVIRONMENTAL STRATEGIES
A wise and quick-thinking warrior can use their surroundings to their own advantage, be it backing a warrior into a thick bramble bush, suffocating an opponent with a collar by pulling on it, or puncturing an enemy throat with a sharp stick -- all of which have made an appearance in the series so far.

Unique Battle Skills

[image]

Each of the five Clans have its own unique battle skills. Generally, each tactic is used only by the Clan that created it, though some skills are known to all five Clans.

THUNDERCLAN

Forest Attack

1. Move quietly and communicate with signals. Cracking twigs, startled birds, and rustling bracken will tell the enemy exactly where you are.

2. Keep downwind of the trespassers so that your scent doesn't give you away.

3. Look for freshly broken twigs, overturned leaves on the forest floor, remains of prey, or a clump of fur caught on a bramble. Any animal that moves through the forest leaves behind signs that its passed by-and signs like this could lead you straight to the invaders.

4. Keep your mouth open to search for unfamiliar scents. Be careful: if there is scent when there is no breeze to carry it through the forest, it could mean that your enemy is very close by.

5. Light-colored pelts are easily seen against brown and green foliage, so stay in the thickest cover. Keep low- the enemy will be looking for movement at normal head height, not close to the ground.

6. Never miss an opportunity to perfect your tracking ability. In the nursery, kits sneak up on their mothers and pounce with their moss-soft paws. Apprentices leap out on one another from behind bushes and tree stumps. These are more than just games. One day, these skills could save your life and defend your Clan.

Lightning Strike

1. Crouch behind the enemy with your patrol unseen.

2. Wait for the leader of the patrol to give the Attack Tail Signal.

3. Spring squarely on top of the enemy, aiming for the ears, as they will bleed easily; caught by surprise, they should be easy targets.

4. As fast as you attack, retreat back into the undergrowth.

5. As the enemy lets its guard down, attack from an opposite angle; do this over and over until the enemy, thinking they are outnumbered, retreats.

SHADOWCLAN

Night Ambush

1. Hide in the shadows of the night with your patrol and your enemy spotted.

2. Make sure your scent isn't drifting toward the attackers.

3. Wait for the leader of the patrol to give the Attack Tail Signal.

4. Strike your enemy fast and hard; the enemy will be caught off-guard with a battle at night.

5. Cut off all your enemy's escape routes, encircling them with your patrol.

6. If they try to attack, battle again. If they do not, let them through with a warning.

RIVERCLAN

Water Combat

Water Combat Battle Moves

Double-Front-Paw Slap-Down

1. Splash water into the enemy's face with your front paws, temporarily blinding them.

Underwater Leg Sweep (Front or Hind)

1. Crouch under water, holding your breath.

2. Sweep the legs from under your enemy as their head is raised above water-level; they struggle for breath, as other Clan cats naturally panic underwater.

Push-Down and Release

1. Wrestle your enemy under water.

2. Keep their head below water-level until they surrender, as other Clan cats don't know to hold their breath underwater.

Underwater Clinch

1. Use your enemy's weight to hold them underwater.

2. With a firm grip, raise them to the air so they can breathe, then send them under again. Do this repeatedly until the enemy gives up.

Tail Splash

1. Similar to the Double Front-Paw Slap-Down, splash the water into your opponent's eyes with your tail, temporarily blinding them.

Underwater Push-Off

1. Holding your breath, crouch below the water's surface.

2. Aim an accurate pounce to the warrior on the water's edge, knocking them off-balance; the element of surprise should win you this battle.

Rushpaw Splash

1. Flick a splash of water at a distance to create a decoy for the enemy, leaving room for a surprise attack.

WINDCLAN

Speed and Agility

Speed and Agility Battle Moves

Graywing created many battle techniques especially for WindClan. He came up with these tactics using small stones and marks on the floor of his den.

Approach from Above Your Enemy

1. Gain high-ground.

2. Wait for the leader of the patrol to give the Attack Tail Signal.

3. Charge down your high ground; your enemy will be weakened by having to fight uphill.

Use the Light from the Sun

1. Attack your enemy with the sun behind you, which should dazzle the enemy and block their view.

Know Where the Wind is Coming From

1. If there is a strong wind, it should blow from behind you; that should hold them back and blur their vision with dust. However, if stalking, make sure the wind is blowing toward you, as it could give away your scent if blowing toward your enemy.

Conceal the Size of Your Force

1. Have your attackers in sight from a distance.

2. There are two options: either you can group your warriors together tightly, making you seem like a small attacking force. Your enemy may become overconfident, which is likely to lead to them making poor strategic desicions. Or, if your warriors spread out single-file, it will seem impossible to pass to advancing enemy warriors and may intimidate them.

3. Attack the enemy.

Attack Both Ends of the Enemy Line First

1. Attack both ends of your enemy's line, leaving the middle cats to fend on two fronts; this will leave them outflanked, vulnerable, and in disarray.

2. Attack the rest of the enemies until they run.

Keep Fresh Warriors in Reserve

1. Always keep strong, fit warriors to replace injured ones.

Feigned Retreat and Ambush

1. A group of strong cats screech and attack the enemy line.

2. The group of fit cats retreat; repeat this until the enemy line breaks.

3. Other warriors, usually tunnelers, jump out of rabbit holes and dips in the ground on the other side of the attackers.

4. Attack from both fronts until the enemy surrenders.

SKYCLAN

Aboveground Combat

Aboveground Battle Moves

The Sky-Crusher

1. Balance on a thin branch; make no sound.

2. Land squarely on the enemy, claws unsheathed.

The Flick-Over

1. Balance on a thin branch; make no sound.

2. Land with all four paws outstretched on your enemy.

3. Knock the opponent's feet from under him.

4. Flip the enemy over to their belly; pin them to the ground until they surrender.

The Kick

1. Balance on a thin branch; make no sound.

2. Kick the enemy as you near the ground.

3. Use the momentum of the fall to spring backward before the enemy has time to attack.

The Slice

1. Balance on a thin branch; make no sound.

2. Drop with claws unsheathed for maximum injury.

The Branch Swing

1. Hold on to a branch with front claws as your back paws rake your enemy's face.

The Reverse Branch Swing

1. Hold on to a branch with back claws as your front paws rake your enemy's face.

The Trunk Spring

1. Balance on a thin branch; make no sound.

2. Slide down the trunk of your tree.

3. Spring off the trunk with your back legs at head height to clear an enemy (good if tree is surrounded).

The Reverse Climb

1. Pace backward as the enemy advances.

2. Climb backward up the trunk to escape enemy; often followed by the Trunk Spring.

Hunting Techniques

[image]

Hunting Between Different Groups:

ThunderClan Hunting: Mice, Voles, Shrews, Squirrels, Birds, Rabbits*[rare]*

RiverClan Hunting: Fish, Voles, Mice *[Land prey is only a last resort during winter]*

ShadowClan Hunting: Frogs, Voles, Shrews, Birds, small Fish*[rare]*, Rabbits*[rare]*

WindClan Hunting: Rabbits, Field Mice, Birds

Tribe of Rushing Water Hunting: Rabbits, Mice ,Voles, Shrews, Birds of Prey

Hunting Techniques:

A general rule, stay upwind from your prey so they don't catch your scent.

Mice/Field Mice: When stalking a mouse, you have to be light on your feet. A mouse will feel the vibrations in the ground before they see or hear you.

Rabbits: If you are fast enough, simply chasing the rabbit and catching up to it will work, but for slower cats, you must stalk slowly and very, very quietly. A misplaced paw will give you away.

Fish: Fishing takes patience, sit by the side of a river or stream and make sure you shadow doesn't cast itself into the water. Wait until a fish is close enough and plunge your paw into the water and scoop out the fish. Make sure to kill it quickly, fish can still jump back into the water!
[From Crookedstar's Promise] To catch fish that live near the deep, you can dive into the river and go above a shoal of fish and pick

them off from above.

Frogs: These things are tricky to catch, not only to they leap, they live in marshy areas. A big jump into the frog will do the trick, but you might have to chase it if that doesn't work.

Birds of Prey: They MUST be hunted in groups! One cat cannot take down a hawk or a falcon. While stalking a mouse, a bird of prey may want the same mouse. If this happens, a cat can initiate the attck and jump into its back. Others will come and get onto its wings, preventing flight and one will give the death bite. It is truly a group work.

Voles/Shrews: With voles and shrews, which are much alike, hunt them quickly in a crouching position. Make sure to kill them quickly, for they are known to squeal, which ruins the rest of the hunt.

Squirrels: Speed is the key for squirrels, you may start out slow but you must strike quickly or they will scamper into trees. They can be pursued into the branches, but it much more difficult and you have more chance on being injured.

Birds: They can be hunted in short bursts of stalking to get close. If you aren't close enough, during the final leap the bird could fly away easily. Even if you stalk them close enough, be ready for a leap to hook your kill.

Suffixes

[image]

If you have any recommendations on suffixes please comment :)

F = Female (she-cat)
M = Male (tom)

~A~

❇ **aster (f)** - a petty motherly cat who is laid back and placid

~B~

❇ **back (m/f)**- Pertains to the cat's back, a indicator of their dominant colour or quality of fur

❇ **belly (m/f)**- a jovial cat

❇ **berry (m/f)** - A small sweet cat

❇ **bite (m/f)** - A cat who is a skilled hunter

❇ **blaze (m/f)** - A cat who is passionate in what they do

❇ **blink (m/f)**- fast

❇ **blossom (f)**- a cat who is young at heart

❇ **bloom (f)**- A cat who is eager to mother and bring new life

❇ **blotch (m/f)**- has blotches of colour on white

❇ **bounce (m/f)**- peppy and happy cat, can be hyperactive

❇ **breeze (m/f)** - fast

❇ **briar (f)**- feminine and resilient

~C~

❊ **call (m, rarely f)** - a cat skilled at using their voice, a diplomat

❊ **chaser (m/f)** - good at catching/hunting prey

❊ **claw (m/f)** - a warrior that is very skilled with their claws

❊ **cloud (m/f)**- a dreamer, and a lover, an idealist, or a cat with a very thick, very thick and puffy coat

❊ **creek (m/f)**- A graceful cat

~D~

❊ **dapple (f)**- a tortoiseshell cat of some sort

❊ **daisy (f)**- Young at heart and innocent

❊ **dawn (m/f)**- a serene and meditative cat

❊ **dusk (m/f)**- very calm

~E~

❊ **ear(s) (m/f)**- a cat with very good hearing

❊ **eye(s) (m/f)**- a cat who notices things or has good eyesight, also used in name changes

~F~

❊ **face (m/f)** - very beautiful/handsome cat

❊ **faith (f)** - a hopeful cat

❊ **fall (m/f)**- a cat who is adept at attacking from above

❊ **fang (m/f)**- A skilled hunter

❊ **fern (f only)**- A tabby

❊ **feather (m/f)**- long fur

❇ **fire (m/f)**- A cat who is passionate in all things

❇ **flame (m/f)**- A cat who has a bright spirit that warms those around them

❇ **flight (mainly f, sometimes m)**- a fleet footed cat

❇ **flower (mainly f)**- feminine and motherly

❇ **fly (m/f)**- swift

❇ **foot (m/f)**- fast

❇ **frost (m/f)**- A cat who is cold and calculating, very logical

❇ **fur (m/f)** - refers back to the prefix, fur of a certain colour

~G~

❇ **gaze (m/f)**- a cat who is very observant

~H~

❇ **heather (f)**- very pretty and has feathery fur

❇ **heart (m/f)** -Loyal and brave

❇ **holly (f)**- pretty and very resilient

~I~

❇ **ice (m/f)** -a cat who is very cold and calculating

❇ **ivy (m/f)**- tenacious and loyal

~J~

❇ **jaw (m/f)**- relating to the jaw

❇ **jump (m/f)** -a cat who is good at jumping

~L~

❇ **leaf (m/f)** - A medicine cat who is very good at their job

❇ **leap (m/f)**- A cat who is good at jumping

❇ **leg (m/f)**- works best with colour, size or animal prefix. To do with the legs.

❇ **light (m/f)**- A cat who's spirit is uncommonly bright

❇ **lilac (f)**- sweet, bright and loving

❇ **lily (f)** - works best with a cat who's mostly white, and very graceful

❇ **lotus (f)** - a graceful swimmer

~M~

❇ **moon (m/f)** - can be used for a calm, mysterious, or kind cat. Can also be used if their eyes or pelt color(s) resemble a moon-like color

~N~

❇ **nose (m/f)**- A good tracker or a highly curious cat

~O~

❇ **oak (m)**- mighty, resilient and strong

~P~

❇ **patch (m/f)**- has patches of colour on white

❇ **path (m/f)**- A good tracker

❇ **pelt (m/f)**- refers to the prefix, quality or colour of the fur

❇ **petal (f)**-A delicate looking feminine cat

❇ **pond (m, rarely f)**- A calm cat, who is not easily riled

❇ **pool (f, rarely m)**- a calm cat, who is not easily riled

❇ **poppy (f)** - A tortoiseshell who is very motherly and kind

❇ **pounce (m/f)**- A skilled hunter

❇ **puddle (m/f)**- A cat who has patches of colour, the prefix would refer to the colour of said patches.

~R~

❇ **riddle (m/f)**- a mysterious and clever cat

❇ **ripple (m/f)**- a graceful cat

❇ **river (m/f)**- A powerful fast cat

❇ **roar (m/f)**- a powerful and charismatic cat

❇ **rose (f)**-For a cat who is ladylike and pretty, and these looks hide the fact that she is very witty and sharp tongued

~S~

❇ **scar (m/f)**- used mainly in renames, has a scar or scars that are highly noticeable

❇ **shade (m/f)**- A cat who is stealthy, or good at subterfuge

❇ **shadow (m/f)**- A cat who is stealthy, or good at subterfuge

❇ **sight (m/f)** - A cat with good eyesight, or something to do with the eyesight when used in a rename.

❇ **sky (m/f)** - A cat who is a skilled climber

❇ **snout (m/f)**- a cat who has something noticeable about their muzzle

❇ **spark (m/f)**- A clever, temperamental cat

❇ **speck(le) (m/f)**- A cat with a ticked coat

❇ **spiral (m/f)**- classic tabby

❇ **splash (m/f)**- good swimmer

❇ **spring (m/f)**- good at jumping/hunting (NEVER referring to the season, EVER)

❇ **spot (m/f)**- has spots, a spotted tabby

❇ **song (f rarely m)**- A diplomatic cat with a silver tongue

❇ **streak (m/f)** - a swift cat

❇ **stream (mainly f)**- graceful and pretty

❇ **step (m/f)** - refers to the prefix and means "steps like"

❇ **stone (m/f)** - keeps their head in a crisis, dependable

❇ **storm (m/f)** - A cat with an unpredictable temper, and a berserker in battle

❇ **strike (m/f)** - A cat who is hard hitter in battle, and is given to impulsiveness

❇ **stripe (m/f)** - a tabby

❇ **swirl (m/f)** - classic tabby

~T~

❇ **tail (m/f)**- a cat with good balance

❇ **talon (m/f)**- a cat with very large claws

❇ **tansy (m/f)**- bubbly and light hearted, hard to get down

❇ **tip (m/f)**- tips of white on body

❇ **thistle (f)** - resilient

❇ **thorn (m/f)**- a witty, intelligent and sarcastic cat

❇ **thunder (m/f)**- a cat who has a powerful and charismatic voice

❇ **tooth (m/f)**- a skilled hunter

❇ **tuft (m/f)**- longer fur, that is most noticeable at the extremities

❇ **tulip (f)**- loyal and true

~*W*~

❇ **watcher (m/f)**- Observant or wise

❇ **willow (m/f)**- lithe

❇ **whisker (m/f)**- a intuitive and sensitive cat

❇ **wing (m/f)**- a light hearted or flighty cat

❇ **wind (m/f)**- fast

❇ **wish (f)** - a optimist

Prefixes

/ / If you have any prefixes that aren't here, feel free to tell me the prefix in the comments with its definition.

~ A ~

Acorn ❇ Naive; outgoing; curious; appearance of an acorn.

Adder ❇ Aggressive; loyal; appearance of an adder.

Alder ❇ Reserved; cautious; wise; appearance of an alder tree; see Bark; see Timber.

Amber ❇ Pushy; strict; amber-furred.

Ant ❇ Cooperative; cocky; appearance of an ant.

Apple ❇ Sweet; friendly; multi-skilled; appearance of an apple.

Arch ❇ Strict; aggressive; observant.

Ash ❇ Independent; moody; determined; appearance of ashes.

Aspen ❇ Reserved; intelligent; cold; natural leader; appearance of an aspen tree.

~ B ~

Badger ❇ Hardworking; strong; aggressive; appearance of a badger.

Bark ❇ Secretive; reserved; appearance of bark.

Bat ❇ Good eyes (appearance or usage); loyal; cooperative; appearance of a bat.

Bee ❇ Aggressive; rambunctious; irritable; appearance of a bee.

Beech ❇ Prideful; aggressive; risk-taker; appearance of a beech plant.

Beetle ❇ Good-natured; independent; hardworking; appearance of a beetle.

Berry ❇ Caring; moody; cocky; spotted.

Birch ❇ Good-natured; cooperative; appearance of birch.

Bird ❇ Graceful; quick; quiet; timid.

Black ❇ Black-furred.

Bloom ❇ Open-minded; see Flower; see Blossom.

Blossom ❇ Quick learner; easily changed; kind.

Blizzard ❇ Aggressive; see Snow.

Blue ❇ Blue-gray furred; blue eyed.

Bracken ❇ Hardworking; flexible (mentally); appearance of bracken.

Bramble ❇ Determined; loyal; appearance of brambles.

Breeze ❇ Fluffy/scruffy fur; cocky; clever.

Briar ❇ Helpful; protective; defensive; independent; appearance of briar.

Bright ❇ Happy; outgoing; smart or clever; bright-furred.

Brindle ❇ Quiet; caring; kind; appearance of brindle.

Bristle ❇ Pushy; strict; stern; spiky fur.

Broken ❇ Aggressive; independent; grumpy.

Brown ❇ Brown furred; brown eyed.

Bumble ❇ Good-natured; kind; easygoing; appearance of a bumblebee.

Burr ❇ Tangled fur; reserved; hardworking.

Buzzard ❄ Fierce; wise; aggressive; appearance of a buzzard.

~ C ~

Cedar ❄ Quiet; cooperative; intelligent; appearance of cedars.

Cinder ❄ Outgoing; secretive; appearance of cinders.

Cherry ❄ Curious; clever; friendly.

Claw ❄ Strong; aggressive; cocky; sharp-clawed.

Clover ❄ Reserved; cooperative; lucky.

Cloud ❄ Cocky; graceful; white-furred; fluffy fur.

Creek ❄ Cheerful; bubbly; passionate; hardworking

Crooked ❄ Flexible (mentally); aggressive; twisted body part.

Crouch ❄ Sneaky; mischievous; good hunter.

Crow ❄ Aggressive; reserved; secretive; intelligent; blunt; appearance of a crow.

Curl ❄ Curly fur; see Ragged.

~ D ~

Daisy ❄ Kind; caring; pale-furred.

Dapple ❄ Caring; dappled; graceful.

Dandelion ❄ Outgoing; playful; kind; positive; gullible; naive; appearance of a dandelion.

Dark ❄ Dark-furred; aggressive; determined; dark appearance.

Dawn ❄ Different; collected; quiet; loyal; light-furred.

Dead ❄ Dull; weak; disabled body part.

Deer ❄ Timid; quiet; appearance of a deer.

Dew ❇ Skilled; intelligent; quiet; light-furred.

Doe ❇ Meek; see Fawn.

Dove ❇ Graceful; collected; smart; appearance of a dove.

Drift ❇ Gullible; naive; distracted.

Duck ❇ Quirky; gullible; good swimmer; appearance of a duck.

Dusk ❇ Intelligent; quiet; courageous; appearance of the sky at dusk.

Dust ❇ Aggressive; loyal; hardworking; cocky; light brown-furred.

~ E ~

Eagle ❇ Regal; independent; cocky; appearance of an eagle.

Echo ❇ Calm; caring; good learner; mimicker; silver-furred.

Ember ❇ independent; brave; reserved.

~ F ~

Fallow ❇ Kind; cooperative; appearance of a fallow deer.

Fawn ❇ Shy; see Deer.

Feather ❇ Naive; graceful; light; calm; swift; appearance of a feather.

Ferret ❇ Timid; sneaky; appearance of a ferret.

Fern ❇ Friendly; kind; quirky.
Finch - Smart; easygoing; outgoing; appearance of a finch.

Finch ❇ Calm; fast; loyal; tempered at times

Fire ❇ Fierce; passionate; bold; loyal; appearance of fire.

Flash ❇ Bold; energetic; brash; bright fur; see Strike.

Flame ❄ Collected; see Fire.

Flint ❄ Cold; aggressive; ambitious; loyal; cunning; dark-furred

Flower ❄ Graceful; collected; kind; good-natured.

Fly ❄ Energetic; small; nagging; appearance of a fly.

Fog ❄ Isolated; sneaky; secretive; silver-furred.

Fox ❄ Outgoing; cocky; clever or smart; appearance of a fox.

Freckle ❄ Shy; quirky; optimistic; dappled/spotted.

Frog ❄ Cooperative; appearance of a frog; see Toad.

Frost ❄ Cold; solitary; caring; white-furred.

Furze ❄ Quirky; bold; friendly.

Fuzzy ❄ Fluffy or scruffy fur.

~ G ~

Golden ❄ Passionate; bold; outgoing; golden-furred or golden-eyed.

Goose ❄ Grumpy, rude/intrusive; delusional; appearance of a goose.

Gorse ❄ Hardworking; dependable; reserved; appearance of a gorse plant.

Grass ❄ Straightforward; open; appearance of grass.

Gray ❄ Gray-furred.

~ H ~

Hail ❄ Tolerant; reserved; tough; appearance of hail.

Half ❄ Easygoing; appearance.

Hare ❄ Swift; small; appearance of a hare.

Hawk ❄ Fierce; aggressive; strong; smart; appearance of a hawk.

Hazel ❄ Kind; friendly; hazel-furred.

Heather ❄ Smart; determined; loyal; bold; appearance of heather.

Heavy ❄ Heavy; tall; large; strong.

Heron ❄ Calm; gentle; organized; positive; appearance of a heron.

Hickory ❄ Open; stern; appearance of a hickory tree.

Hollow ❄ Gullible; friendly; determined; light; weak.

Holly ❄ Bold; fierce; loyal; determined.

Honey ❄ Sweet; friendly; kind; hazel or pale brown-furred.

Hoot ❄ Playful; energetic; see Owl.

Hop ❄ Energetic; good jumper.

~ I ~

Ibis ❄ Calm; caring; flexible (mentally); good with kits; light-furred

Ice ❄ Aggressive; see Frost.

Ivy ❄ Solitary; determined; secretive; smart or clever.

~ J ~

Jagged ❄ Standoffish; appearance.

Jay ❄ Intelligent; collected; appearance of a jay.

Juniper ❄ Reserved; quiet; meek; sweet; appearance of juniper berries.

~ K ~

Kink ❄ Slightly twisted/disabled body part.

Kestrel ❄ Flexible (mentally); hardworking; smart; appearance of a kestrel.

~ L ~

Lake ❄ Graceful; caring; meek; appearance of a lake.

Lark ❄ Bold; open; kind; outgoing; friendly; appearance of a lark.

Lichen ❄ Meek; curled or matted fur.

Light ❄ Collected; see Bright.

Lily ❄ Gentle; caring; graceful.

Lion ❄ Bold; regal; wise; strong; loyal; cooperative; appearance of a lion.

Little ❄ Small; shy.

Leaf ❄ Collected; quiet; smart; gentle; caring.

Leopard ❄ Pushy; bold; determined; loyal; appearance of a leopard.

Lightning ❄ Sneaky; swift; solitary; smart; bright-furred.

Long ❄ Loyal; gullible; long body part.

Loud ❄ Loud; bold; outgoing; bright; loyal.

Lizard ❄ Grumpy; straightforward; down to earth; appearance of a lizard.

~ M ~

Maggot ❄ Irritable; grumpy; cold; appearance of maggots.

Mallow ❄ Blunt; kind; appearance of a mallow plant.

Maple ❄ Determined; skilled; strict; sweet.

Marigold ❄ Friendly; kind; appearance of a marigold.

Marsh ❄ Caring; curious; collected; kind; appearance of marsh.

Meadow ❄ Kind; friendly; outgoing; open; has many pelt colors.

Milk ❄ Kind; forgiving; motherly; white-furred.

Minnow ❄ Timid; quiet; introverted; appearance of a minnow.

Mint ❄ Logical; intelligent; friendly; open; light fur.

Mist ❄ Organized; see Misty.

Misty ❄ Kind; cooperative; smart; collected; silver-furred.

Mole ❄ Laid back; easygoing; appearance of a mole.

Morning ❄ Kind; peaceful; caring.

Moss ❄ Quirky; curious; meek; caring.

Mossy ❄ See Moss

Moth ❄ Secretive; kind; quiet; meek; appearance of a moth.

Mouse ❄ Loyal; pushy; quiet; appearance of a mouse.

Mud ❄ Fluffy or scruffy fur; outgoing; curious; strong; aggressive; appearance of mud.

Mumble ❄ Solitary; quiet; aggressive; secretive.

~ N ~

Needle ❄ Aggressive; sly; energetic; manipulative; spiky fur; sharp claws/teeth; see Pine.

Nettle ❄ Calm; aggressive; loyal.

Newt ❄ Cooperative; logical; quiet; appearance of newt.

Night ❄ Calm; smart; sneaky; skilled; quiet; dark-furred.

Nut ❄ Good-natured; gullible; appearance of a nut; see Acorn.

~ *O* ~

Oak ❇ Carefree; loyal; cooperative; appearance of oak.

Oat ❇ Friendly; open; laid-back; appearance of oats.

Olive ❇ Determined; moody; skilled; appearance of an olive.

One ❇ Collected; strict; loyal.

Otter ❇ Calm; graceful; outgoing; loyal; appearance of an otter.

Owl ❇ Intelligent; logical; reserved; mysterious; good fighter; good hunter; appearance of an owl.

~ *P* ~

Patch ❇ Easygoing; loyal; carefree; patched fur.

Pear ❇ Kind; quirky; meek; cooperative; appearance of a pear.

Pebble ❇ Naive; quirky; sweet; outgoing.

Perch ❇ Good balance; graceful.

Petal ❇ See Flower.

Pigeon ❇ Clumsy; gullible; cooperative; appearance of a pigeon.

Pike ❇ Cocky; daring; fierce; aggressive; bold; appearance of a pike fish.

Pine ❇ Smart; calm; careful; appearance of a pine tree.

Plum ❇ Quirky; easygoing; quick learner.

Pod ❇ Cooperative; conformist; small; naive.

Poppy ❇ Kind; calm; protective; friendly; good-natured.

Pounce ❇ Good jumper; playful; good hunter.

Primrose ❇ Elegant; see Rose.

Puddle ❇ Outgoing; curious; see Pool.

~ Q ~

Quail ❇ Hardworking; loyal; handsome or pretty; appearance of a quail; see Bracken.

Quick ❇ Clever; witty; see Swift.

~ R ~

Rabbit ❇ See Hare.

Ragged ❇ Scruffy fur; aggressive; solitary; ambitious.

Rain ❇ Calm; quiet; playful; friendly; appearance of rain.

Rat ❇ Irritable; aggressive; sneaky; appearance of a rat; see Mouse.

Raven ❇ Timid; smart; appearance of a raven.

Red ❇ Loyal; strong; brave; logical; intelligent; reddish fur.

Reed ❇ Calm; intelligent; reserved; appearance of reeds.

River (Fan Universe) ❇ Strong; cooperative; quiet.

Robin ❇ Hardworking; kind; appearance of a robin.

Rock ❇ Strong; reserved; appearance of a rock.

Rook ❇ Ambitious; hardworking; reserved; appearance of a rook bird.

Rose ❇ Gentle; caring; quiet; reserved; kind; graceful; appearance of a rose.

Rowan ❇ Cooperative; kind; appearance of a rowan.

Rubble ❇ Grumpy; lazy; sneaky; appearance of rubble.

Running ❇ Swift; loyal; long legged.

Russet ❄ Determined; bold; reddish fur.

Rye ❄ Quiet; logical; appearance of rye.

~ S ~

Sage ❄ Collected; calm; reserved; wise; appearance of a sage.

Sand ❄ Skilled; pushy; moody; appearance of sand.

Scorch ❄ Aggressive; moody; see Flame

Sedge ❄ Pushy; reserved; appearance of sedges.

Seed ❄ Small; intelligent; logical; analytic; appearance of a seed.

Shell ❄ Reserved; determined; calm; shy; appearance of a shell.

Shadow (Fan Universe) ❄ Reserved; proud; see Dark.

Shade ❄ Sneaky; see Shadow.

Sharp ❄ Aggressive; strict; sharp body part.

Shattered ❄ Quiet; reserved; moody

Shimmer ❄ Shy; optimistic; open; bright-furred.

Shred ❄ Scarred; good fighter; aggressive.

Shrew ❄ Meek, quiet, flexible (mentally); level-headed; appearance of a shrew.

Silver ❄ Collected; graceful; calm; silver-furred.

Sky ❄ Open; quirky; loyal; appearance of the sky.

Slate ❄ Cunning; reserved; good fighter; dark-furred

Sleek ❄ Smooth fur

Slight ❄ Quiet; timid; shy; reserved; faded markings.

Sloe ❄ Quiet; hardworking; gentle; brave; appearance of a sloe plant.

Smoke ❄ Aggressive; appearance of smoke; see Fog.

Snake ❄ Calculating; see Adder.

Snow ❄ Kind; quiet; smart; appearance of snow.

Song ❄ Loud; graceful.

Soot ❄ Loyal; good-natured; appearance of soot.

Sorrel ❄ Caring; motherly; kind; appearance of sorrel.

Spark ❄ Determined; skilled; fierce; passionate; appearance of sparks.

Sparrow ❄ Calm; intelligent; cooperative; appearance of a sparrow.

Speckle ❄ Caring; protective; speckled.

Spider ❄ Reserved; sneaky; lightweight/small/thin; dark-furred

Spike ❄ Moody; short-tempered; spiky fur.

Splash ❄ Energetic; optimistic; determined; loyal; good swimmer/fisher; see Water.

Spotted ❄ Calm; graceful; wise; spotted fur.

Squirrel ❄ Outgoing; energetic; appearance of a squirrel.

Stag ❄ Pushy; firm; strong; appearance of a stag.

Starling ❄ Skilled; pushy; appearance of a starling.

Stoat ❄ Kind; cooperative; appearance of a stoat.

Stone ❄ Intelligent; strong; see Rock.

Storm ❄ Skilled; strong; determined; gray-furred.

Stream ❇ Aggressive; see River.

Strike ❇ Sly; swift; good fighter; impulsive; cocky.

Stumpy ❇ Broken body part; short tail.

Sun ❇ Outgoing; bright; bright-furred.

Sunny ❇ Open; organized; see Sun.

Sweet ❇ Sweet; kind; loyal

Swift ❇ See Running.

~ T ~

Tall ❇ Tall; intelligent; cooperative.

Tangle ❇ Unlucky; clumsy; curly fur; matted fur.

Tawny ❇ Kind; quirky; tawny.

Thistle ❇ Aggressive; solitary; sly; energetic; appearance of thistles.

Thorn ❇ Fierce; see Bracken.

Thrush ❇ Flexible (mentally); good-natured; kind; appearance of a thrush.

Thunder (Fan Universe) - Skilled; cooperative; strong; aggressive.

Tiger ❇ Fierce; strong; calculating; ambitious; appearance of a tiger.

Timber ❇ Standoffish; tough; reserved; wise; appearance of wood.

Tiny ❇ See Little.

Toad ❇ Cooperative; good-hearted; carefree; loyal; appearance of a toad; see Frog.

Trout ❇ Cocky; good swimmer/fisher; appearance of a trout.

Twisted ❇ Twisted body part.

~ ***V*** ~

Violet ❇ Graceful; kind; reserved; lilac-furred.

Vixen ❇ Reserved; independent; manipulative; sly; see Fox.

Vole ❇ Aggressive; jittery; appearance of a vole; see Mole.

~ ***W*** ~

Wasp ❇ Moody; aggressive; appearance of a wasp.

Water ❇ Aggressive; strict; reserved; graceful; open; blue gray-furred.

Weasel ❇ Easygoing; appearance of a weasel.

Web ❇ Good swimmer; intelligent; quiet; webbed paws; dark-furred

Weed ❇ Pushy; loyal; tabby.

Whisker ❇ Aggressive; long whiskers

White ❇ White-furred.

Wild ❇ Energetic; rambunctious; ambitious; reckless.

Willow ❇ Caring; calm; quiet; appearance of willow.

Wind (Fan Universe) ❇ Outgoing; open; reserved; silver-furred.

Wish ❇ Calm; graceful; shy; caring.

Wolf ❇ Strong; skilled; determined; cooperative; appearance of a wolf.

Wooly ❇ Good-natured; appearance of wool.

Wren ❇ Intelligent; energetic; appearance of a wren.

~ ***Y*** ~

Yarrow ❄ Irritable; skillful; appearance of yarrow.

Yellow ❄ Pushy; determined; yellow body part.

~ ***Z*** ~

Zephyr ❄ Intelligent; cold; swift; loyal; aggressive; light-furred

Clan Terminology

[image]

GENERAL TERMS

Carrionplace - A Twoleg dump in The Forest Territories that in human language is called the North Allerton Amenity Tip. A part of ShadowClan territory that is a last resource for Fresh Kill in leaf-bare. Is the cause of the Carrionplace Disease.

Crowfood or crow-food – A dead prey animal that has begun to rot; can also be used as an insult.

Cutter – A veterinarian, specifically, though not always, referring to one that spays or neuters cats.

Dirt - Feces.

Fresh-kill – A recently killed prey animal caught for the purpose of consumption. Fresh-kill is hunted by warriors and apprentices, and sometimes elders, and placed on the fresh-kill pile or brought to the elders. Elders, kits, queens, and sick cats eat first, then warriors and apprentices. Extras stay in the fresh-kill pile.

Fourtrees - A place located in the forest territory, where the territory's corners would meet, in which four oaks stood and the Clans would gather in peace every full moon.

Gathering – The monthly meeting of all the Clans when the moon is full, at either Fourtrees or the Island. There is a truce on this night, and no fighting is allowed.

Greenleaf Twolegplace – A place frequented by Twolegs during summer, such as a resort or camping spot near the lake.

Halfbridge – A boat dock; term was first used by Squirrelflight when Brambleclaw's patrol was exploring the new territory in Starlight.

Horseplace – A place where horses are kept, such as ranches and stables. Often refers to the Horseplace on WindClan's territory, where cats such as Daisy, Berrynose, Hazeltail, Mousewhisker, and Smoky come from.

Hunting Patrol – A group of cats hunting for fresh-kill to bring back for their Clan to eat. May fight if there are trespassers.

Kittypet – A domesticated pet cat.

Loner – A cat that lives by itself and doesn't defend its territory.

Making dirt – Defecating.

Monster – A vehicle operated by humans. Often described when cats are near Twolegs/the Thunderpath Motorboats are sometimes referred to as "water-monsters."

Moonpool – The place near the Lake where medicine cats and leaders share tongues with StarClan.

Moonstone – The place in the Forest where medicine cats and leaders shared tongues with StarClan.

Mothermouth – The opening to the cave where the Moonstone is/ was located.

Rogue – A usually hostile cat who does not have a permanent home, roams around, and does not care about crossing Clan boundaries.

Sharing tongues – Cats grooming each other while sharing the latest gossip. A cat lies on the ground, talking, while the other grooms their fur, listening.

Sharptooth – A term the Tribe of Rushing Water use for mountain cats. They are rarely encountered and more dangerous than eagles. One Sharptooth has made an appearance in Moonrise.

She-cat – A female cat.

She-kit – A female kit.

Silver boulder – A boulder that, when the silver disc is pulled off, holds Twoleg rubbish. To Twolegs, they are just trash cans/bins.

Silverpelt – The large swath of stars in the sky (believed in fandom to be the Milky Way). These stars are a direct representation of StarClan.

Silverthorn – Barbed wire.

Smooth boulder-thing – Twoleg ball.

Snowmelt – A term used to describe slush or dirty, melted snow.

Soft boulder – A pillow or cushion.

Sun-drown-place – An ocean to the west of the Clans' territories.

Tree-eater – A bulldozer.

Thunderpath – A paved road with an extremely acrid smell that cars often go across. Windover Road separated ThunderClan and ShadowClan in the original Territories. There is also one in ThunderClan territory by the lake.

Tom/tomcat – A male cat.

Tom-kit – a male kit.

Twoleg – A human.

Twoleg kit – A human child.

Twoleg nest – A human's house.

Twolegplace – A town, city, or village where Twolegs live.

TIME TERMS

Newleaf – The season of spring.

Greenleaf – The season of summer.

Leaf-fall – The season of autumn or fall.

Leaf-bare – The season of winter

Moon – The time between one full moon and the next, spanning about 29 days, a month.

Moonhigh – When the moon is the highest in the sky; about midnight.

Moonrise – The time when the moon rises.

Half-moon – About two weeks, half a month.

Quarter-moon – About a week.
Sunhigh - The point during the day when the sun is highest in the sky; noon.

Sunrise – One day in cat time (i.e. One sunrise ago).

Season – A quarter of a year in cat time. Four seasons equal a year.

Heartbeat – A split second.

Claw-moon – When the moon resembles the shape of an unsheathed claw, equivalent to crescent moon.

Sundown – Dusk.

Sunup – Dawn. However, dawn is still used for example in the phrase "Dawn Patrol."

DISTANCE TERMS

Fox-length – About the length of a fox; approximately a yard.

Kittenstep or kitstep – About the length of kit's step; approximately an inch or a half inch.

Tail-length – About the length of a cat's tail; approximately a foot.

Rabbit hop or rabbit length – About a foot and a half away.

Mouse-length – About two or three inches.

Pawstep – About the length of a grown cat's step, roughly six inches.

Tree-length – About the length of a tree; around 40 to 50 feet.

INSULTS, EXCLAMATIONS, & PHRASES

As easy as swallowing a minnow – A phrase used to indicate easiness of the task.

As much use as a dead fox – A (harsh) insult, meaning the recipient is useless.

Bees in your brain – An exclamation meaning confusion or a cat not making sense. (i.e., You've got bees in your brain!)

Buzzardfood – Alternative of crowfood, used before the start of the Clans. Used in The Sun Trail.

Chickfeed – Alternative of crowfood, used before the start of the Clans.

Crowfood – A (harsh) insult comparing the recipient to rotting prey animals (as in I'll turn you into crowfood!), or suggesting that they eat it (as in crowfood-eater).

(You're) crazier than a fox in a fit! – An insult used when a cat (or cats) are acting crazy. Another variation uses "madder" instead of "crazier."

Doesn't matter a whisker/Doesn't catch so much as a whisker – An exclamation meaning the cat does not care, (i.e. it didn't matter a whisker that she didn't share their beliefs) similar to I don't give a mousetail. Or saying that a patrol didn't catch anything.

Doormouse – An expression or exclamation used against a cat who sleeps a lot.

Drypaw – A cat that dislikes getting wet, usually used in RiverClan.

Dungface – A harsh insult.

Like LionClan/TigerClan – An expression stating that a cat does something very fiercely or well.

Flea-brain – A (friendly, yet harsh) insult. Severity of the insult is almost always decided by tone.

Fishface, fishfur, or fish-breath – An insult used against RiverClan warriors

Frog-dung – Same as fox-dung, except it's often used in RiverClan.

Fox-dung – A (harsh) insult comparing the recipient to fox feces. Also used as an exclamation. (as in "That's fox-dung!")

Fox-hearted – An insult meaning cruel, cold-hearted, or evil (as in fox-hearted Twolegs).

Furball – A (friendly, yet harsh) insult. Severity of the insult is almost always decided by tone.
Fuzz-brain - A (friendly, but harsh) insult. Severity of the insult is almost always decided by tone.

Great StarClan! – An exclamation used to signify extreme surprise or anger. Similar to Oh my god! in usage and to the fact that they both have mention of a higher force.

Hare-dung – Used as an exclaimation, similar to "mouse-dung". Somewhat like "Darn it!"

When hedgehogs fly – An exclamation style statement that shows disbelief that a certain event will likely occur (as in That will happen when hedgehogs fly), used in many variations. Somewhat like the human phrase, 'When pigs fly!'

How in Silverpelt? – An exclamation used meaning "How in the world?"

I don't give a mousetail/They wouldn't give a mousetail – An exclamation meaning that the cat does not care. Another variation is I would ___ for a couple of mousetails, meaning that they are willing to do the inserted action for no real reward. Can also mean that a cat would be stingy enough not to share a mousetail.

I'd have shredded you into mousedust! – to gravely injure, rip to shreds. Similar to mousemeat.

It's better to scare away a mouse than welcome a badger – An old nursery saying that means that it's better to scare away a friendly cat than welcome a not-so-friendly cat.

Make dirt – to use the bathroom, or the dirtplace in warrior terms.

May StarClan light your path/Banish all the fleas from your nest – A friendly term used to tell others they wish them well.

May the Sun warm your back and the fish leap into your paws – A blessing used in RiverClan used to wish good dreams or, in some instances, to say farewell to a dead cat.

May you find good hunting, swift running, and shelter when you sleep – An ancient farewell used by all the Clans, to say goodbye to loved ones on their way to StarClan.

Minnow-brain – An insult that is friendly but harsh. A RiverClan version of mouse-brain.

Mouse-brain – A (friendly yet harsh) insult. Severity of the insult is almost always decided by tone.

Mouse-dung – A (somewhat harsh) insult comparing the recipient to mouse feces. Also used as an exclamation (as in Mousedung! That can't be right!). Somewhat like "Darn it!"

Mouse-hearted – An insult that describes one who is cowardly.

Mousefodder – An insult describing that the cat is worthless or a kittypet.

Once a kittypet, always a kittypet! – A harsh phrase used to describe a cat with kittypet roots.

(Only) StarClan knows (what) – Sometimes used to answer a question that is impossible to answer. Similar to "Only god knows what," "Only god knows," and "god knows."

Pain in the tail – An insult meaning a cat is irritating or lazy.

Scaredy-mouse! – A similar expression to scaredy-cat, but in cat terms.

Scaredy-sparrow – An expression also similar to scaredy-cat, in cat terms.

Snake-hearted, or Snake-heart – Similar to the term "fox-hearted," generally used by RiverClan.

Snake-tongue – An insult meaning cold or unfair; similar to "fox-hearted" or "snake-hearted".

Sorry catches no prey – Means cats can be sorry, but that will not change the past.

StarClan's kits! – An exclamation of surprise or disbelief. Sometimes used as an exclamation if a cat is hurt

Tabbies don't change their stripes – means that a cat doesn't change their nature. Equivalent to "a leopard can't change his spots."

What in StarClan's name? – A exclamation similar to "What on earth?" or "What in the world?"

That's a load of badger droppings – A harsh exclamation saying that something is nonsense.

Thistles and thorns – Used to describe bad luck (as in: "Thistles and thorns! I blew it!"); similar to "Darn it" or "mouse-dung."

Thundercat – Used by ShadowClan to describe a ThunderClan cat.

You fight/hunt like a kittypet! – An expression used to insult or tease a cat who fights/hunts poorly.

Who made dirt in his/her fresh kill/nest? – A phrase to describe a cranky or suddenly moody cat.

Would've made mousemeat out of you! – To badly injure, rip to

shreds. Similar to mousedust.

Frog-dirt and Fish-guts – Used in RiverClan, has the same meaning as thistles and thorns.

Rabbit-chasers – A less harsh insult used in ShadowClan to describe WindClan.

Who ruffled their fur? – A similar way of saying "who got under their skin?" But in cat terms.

Rabbit-brain – An insult that is friendly but harsh. A WindClan version of mouse-brain.

LIVING SPACES

Camp – The place where a Clan makes their permanent home.

Leader's den – The den in camp that belongs to the Clan leader.

Medicine cat's den – The den in camp that belongs to the Clan's medicine cat and his or her apprentice. Sometimes referred to as the medicine den.

Warriors' den – The den in camp that is shared between the warriors and the deputy of that Clan.

Apprentices' den – The den in camp that is shared between the apprentices of that Clan.

Elders' den – The den in camp that is shared between the elders of that Clan.

Nursery – The den in camp that is shared by the queens and kits of that Clan.

Dirtplace – The place near the camp where cats go to urinate or excrete.

Fresh-kill pile – The place, usually in the center of the camp, where the warriors drop the prey they caught while hunting, so it is easily accessible to all the cats in the Clan.

CLAN RANKS

Kit – A kitten younger than six moons.

Apprentice – A cat at least six moons old, and training to be a warrior (or a Medicine cat.)

Warrior – A mature cat who has completed his or her warrior training. A she-cat is considered a warrior when she is not currently expecting or nursing a tom's kits.

Mentor – A cat who is currently training an apprentice.

Queen – A she-cat with kits to take care of or who is pregnant with kits, or stays in the nursery helping other queens even though they have no kits. (i.e. Daisy, Ferncloud)

Elder – Cats who cannot hunt or fight anymore, sometimes due to injury, loss of sight, sickness, or are just too old to do their warrior duties. They are treated with great respect in the Clan. The apprentices in the Clan take fresh kill to them, pick out their fleas, and change their bedding.

Medicine cat – A cat who heals injuries and/or illnesses, who is skilled with herbs, leaves and natural cures and sometimes receives special signs or prophecies from StarClan.

Deputy – A warrior who is second in command to the leader, helping the leader in their tasks and replacing them after their death or resignment. They organize patrols and make reports to the leader, and are known to be frequently given apprentices.

Leader – A cat who controls the entire Clan. A leader is granted nine lives by StarClan so they "can be first in every battle and last to take a piece of fresh-kill" basically giving them extra time to serve and lead their Clan.

Apprentice Ceremony

[image]

When a kit turns six moons old, he/she is ready to become an apprentice. Until this time, their name ends with the "-kit" suffix. When a kit becomes an apprentice, their name is changed so that the suffix of their name becomes "-paw", showing the path their paws are on.

Warrior Apprentice Ceremony

The Clan Leader calls a Clan Meeting to appoint a new apprentice and assign a mentor to him/her. The following words are used, by tradition:

Leader: (Kit), you have reached the age of six moons, and it is time for you to be apprenticed. From this day on, until you receive your warrior name, you will be known as (new name, ending with "paw"). Your mentor will be (name of warrior or medicine cat). I hope (name of warrior or medicine cat) will pass down all he/she knows on to you.

The leader calls up the warrior he/she has chosen as a mentor.

Leader: (Warrior), you are ready to take on an apprentice. You had received excellent training from (former mentor), and you have shown yourself to be (quality) and (quality). You will be the mentor of (apprentice), and I expect you to pass on all you know to (apprentice).

The mentor touches noses with the apprentice, and the Clan greets the new apprentice by calling out his/her name. After this, the apprentice will usually go greet their family, or go see to their mentor.

Medicine Cat Apprentice Ceremony

The leader calls a Clan meeting, after the Clan's medicine cat announces that he or she wishes to mentor an apprentice. The following words are used, by tradition:

Medicine Cat: Cats of (Clan), as you know, I will not be around forever. So it's time I took an apprentice. I have chosen a cat who has shown (virtues). Your next medicine cat will be (apprentice).

Leader: (Apprentice), do you accept the post of apprentice to (medicine cat)?

Apprentice: I do.

Medicine Cat: Then at the half-moon, you must travel to the Moonstone/Moonpool to be accepted by StarClan before the other medicine cats.

Leader: The good wishes of all (Clan) will go with you.

The mentor touches noses with the apprentice, and the Clan greets the new apprentice.

At the Moonstone/Moonpool

At the next half moon, the medicine cat goes with the apprentice to the Clans' sacred place to present him or her to the warrior ancestors, where the apprentice confirms his or her wish to be a medicine cat. The following words are used, by tradition:

Medicine Cat: (Apprentice), is it your wish to enter the mysteries of StarClan as a medicine cat?

Apprentice: It is.

Medicine Cat: Then come forward.

Medicine Cat: Warriors of StarClan, I present you with this apprentice. (He/she) has chosen the path of a medicine cat. Grant (him/her) your wisdom and insight so that (he/she) may understand your ways and heal (his/her) Clan in accordance with your will.

The medicine cat apprentice touches his/her nose to the Moonstone or drinks from the Moonpool. Then the medicine cat and the apprentice lay down and have a dream from StarClan.

Medicine Cat Ceremony

Apprenticeship for medicine cats usually lasts much longer than those for warriors. The cat must learn about all available herbs and remedies, and the treatment of diseases and injuries.

Once the Clan's medicine cat is satisfied with the apprentice's knowledge, they go to the Clans' sacred place (such as the Moonstone or Moonpool). This is the only ceremony that is not performed by the Leader. The following words are used, by tradition:

Medicine Cat: I, (name), medicine cat of __Clan, call upon my warrior ancestors to look down on this apprentice. (He/she) has trained hard to understand the ways of a medicine cat, and with your help (he/she) will serve (his/her) Clan for many moons.

Medicine Cat: __paw, do you promise to uphold the ways of a medicine cat, to stand apart from rivalry between Clan and Clan and to protect all cats equally, even at the cost of your life?

Apprentice: I do.

Medicine Cat: Then by the powers of StarClan I give you your true name as a medicine cat. __paw, from this moment you will be known as (new name). StarClan honors your (virtues), and we welcome you as a full medicine cat of (Clan).

The medicine cat rests their muzzle on the apprentice's head, and they lick the mentor's shoulder. The other medicine cats greet them by their new name.

Warrior Ceremony

[image]

An apprenticeship usually lasts six moons or more. Once the mentor is satisfied with the apprentice's progress and skills, he or she recommends them to the leader of the Clan. Then, the apprentice must pass an assessment, when their abilities as a warrior are checked. In cases when the apprentice has just made an important contribution to the Clan, the leader may decide that there is no need for an assessment (i.e. Firepaw after saving the kits, Brackenpaw after fighting courageously in a battle or Thistlepaw after fighting a dog).

WARRIOR CEREMONY

If the Clan Leader is satisfied, he or she calls a Clan Meeting and calls the apprentice. The following words are used, by tradition:

Leader: I, (Leader), leader of (Clan), call upon my warrior ancestors to look down on this apprentice. (He/she) has trained hard to understand the ways of your noble code, and I commend (him/her) to you as a warrior in (his/her) turn.

Leader: (Apprentice), do you promise to uphold the warrior code and to protect and defend your Clan, even at the cost of your life?

Apprentice: I do.

Leader: Then by the powers of StarClan, I give you your warrior name. (Apprentice), from this moment you will be known as (new warrior name). StarClan honors your (virtues), and we welcome you as a full warrior of (Clan).

The leader rests his or her muzzle on the apprentice's head, and he or she licks the leader's shoulder. The rest of the Clan then greets the new warrior by calling him or her by their new name. The warrior will sit a silent vigil guarding the camp that night, except if that is not possible (such as Squirrelflight's ceremony, when the Clan did not have a camp,

and the task of exploring the lake was assigned).

DYING APPRENTICE CEREMONY

When an apprentice is on the verge of death and has proven him/herself to be worthy of a warrior name, there is a special ceremony used so that the apprentice may take a warrior name to StarClan.

Leader: I ask my warrior ancestors to look down on this apprentice. (He/She) has learned the warrior code and given up (his/her) life in the service of (his/her) Clan. Let StarClan receive (him/her) as a warrior. (He/She) will be known as (new name).

VIRTUES

During the apprentice's warrior ceremony, two major virtues of the apprentice are listed; the first is usually (but not always) courage. Some examples of virtues (and the warriors they described):

Bravery – Berrynose, Bluestar, Cherrytail, Cinderheart, Dustpelt, Firestar, Graypool, Graystripe, Lilyheart, and Thistleclaw

Courage – Brambleclaw, Briarlight, Brokenstar, Cloudtail, Ivypool, Lionblaze, Poppyfrost, Raggedstar, Rockshade, Sandstorm, Sharpclaw, Snookthorn, Sorreltail, Sparrowpelt, Spiderleg, Squirrelflight, Stick, Willowbreeze, and Yellowfang

Cleverness – Willowbreeze

Dedication – Lilyheart

Determination – Brackenfur, Cinderheart, Graypool, and Squirrelflight

Energy - Bouncefire

Enterprise - Dovewing

Enthusiasm – Berrynose, Cherrytail, Spiderleg, and Tinycloud

Fighting Skill – Thistleclaw and Brokenstar

Forethought – Brackenfur

Honesty – Dustpelt

Independence – Cloudtail

Initiative – Poppyfrost

Intelligence – Dovewing, Honeyfern, Leafstar, Snookthorn, Thornclaw, Tinycloud, and Yellowfang

Kindness - Honeyfern

Loyalty – Bouncefire, Brambleclaw, Hollyleaf, Ivypool, Leafstar, Thistleclaw, and Whitestorm

Patience – Sorreltail

Skill – Stick

Skill in Battle – Lionblaze and Raggedstar

Speed – Willowbreeze

Spirit – Sandstorm and Briarlight

Strength – Bluestar, Firestar, Graystripe, Rockshade, Sharpclaw, and Sparrowpelt

Thoughtfulness – Hollyleaf

Warmth – Graypool

Wisdom – Whitestorm

Deputy Ceremony

[image]

A Deputy Ceremony is when a Clan Leader names the Clan's new deputy. This happens when the previous deputy dies, retires, is exiled, or is promoted to leader. According to the Warrior Code, a new deputy must be appointed before moonhigh that day.

The leader calls a Clan Meeting, and performs the ceremony by announcing these words:

Leader: I say these words before StarClan, so that the spirits of our warrior ancestors (or former deputy name) may hear and approve of my choice. The new deputy of (Clan) is (warrior's name).

Exceptions

❇ Occasionally, a Clan leader does not announce the new deputy before moonhigh. This can be because: they are physically or emotionally unwell, or they are unsure whether the previous deputy is alive. If the ceremony is not performed in time, it is sometimes seen as a bad omen (i.e. when Fireheart was made a deputy late because Bluestar was ill).

❇ If the deputy dies in battle, the Clan Leader might choose to appoint the new deputy whilst still fighting, instead of waiting to return to the camp (i.e. when Firestar made Graystripe deputy whilst fighting BloodClan after Whitestorm died).

Elder Ceremony

[image]

An aging warrior, queen, or medicine cat may retire as an elder due to own initiative, when they feel they cannot help the Clan efficiently any more. A cat may also retire if they are hindered from serving their Clan through old age, illness, or injury . They report this to the Clan Leader, who calls a Clan Meeting and addresses the warrior.

ELDER CEREMONY

Leader: (Warrior), is it your wish to give up the name of a warrior and go to join the elders?

Warrior: It is.

Leader: Your Clan honors you and all the service you have given to us. I call upon StarClan to give you many moons of rest.

The Clan will call out the retired warrior's name and then he or she will go to the elder's den. An elder may receive a completely different name, with a different ceremony, than keeping their warrior name; in ThunderClan, there were the elders Halftail and One-eye, who originally had different warrior names. This ceremony is also used for other reasons, such as changing Lostface's name to Brightheart.

Usually, an elder ceremony is held only when a cat retires due to old age. If they are forced to retire because of a severe injury (such as Longtail or Stonepelt), there is no ceremony.

Leadership Ceremony

[image]

The new leader goes to the Moonstone (or Moonpool) with the Clan's medicine cat. After touching the stone (or drinking from the pool), the new leader cannot move for a short period of time, because their old life is being ripped away so they can receive nine new ones. Upon awakening, cats of StarClan come down from Silverpelt. Nine cats, normally ones who were significant during the new leader's life, although this is not always the case, give them their nine lives with these words:

Life-Giver: (Touches nose to the top of the new leader's head) With this life I give you (gift). Use it well (to, in, as, for, etc.) (use of gift).

When all of the lives have been given, the previous leader says these words:

Previous Leader: I hail you by your new name, ___star. Your old life is no more. You have now received the nine lives of a leader, and StarClan grants you the guardianship of ___Clan. Defend it well; care for young and old; honor your ancestors and the traditions of the warrior code; live each life with pride and dignity.

Just as the forest-cats would call a warrior by their new name, the StarClan cats acclaim the new leader. After the ceremony, the new leader is not allowed to tell any cat what happened during the ceremony.

Getting nine lives does not necessarily mean that a leader will live longer, but they can survive certain accidents or injuries that would claim the life of a cat. However, they cannot survive if they have major injuries such as the injuries Scourge gave Tigerstar. If a leader does not lose a life, they will die of old age nine times.

If a leader no longer wishes to be the leader, they must go to the Moonstone/Moonpool to revoke all but one life, so their

deputy may have their full nine lives. Sunstar only had eight lives because Pinestar never officially retired at the Moonstone.

LIVES

During the Leadership Ceremony, nine lives are given to the new leader. Those lives are virtues or traits that the leader might lack in and aims towards making their leadership fair to all cats they lead.

Appreciating medicine cat's companionship – Pinestar

Adventure – Tallstar

Bravery – Mistystar

Certainty – Firestar

Clear judgement of character – Bramblestar

Clear Sight – Brokenstar

Compassion – Bluestar, Brokenstar, Crookedstar, Firestar, Tigerstar

Courage – Bramblestar, Bluestar, Crookedstar, Firestar, Mistystar, Pinestar, Tallstar

Curiosity – Mistystar

Endurance – Bluestar, Leafstar

Exploring beyond the borders – Bramblestar, Tigerstar

Determination – Leafstar

Duty – Brokenstar

Faith – Firestar, Leafstar, Tigerstar

Farsightedness – Tigerstar

Forgiveness – Tallstar

Happiness – Mistystar

Healing – Leafstar

Honor – Brokenstar

Honoring old Traditions – Tallstar

Hope – Bluestar, Crookedstar, Leafstar

Humility - Crookedstar

Humor – Bluestar

Instincts – Cloudstar, Heatherstar, Tigerstar

Judgement – Brokenstar

Justice – Bramblestar, Crookedstar, Firestar, Mistystar

Listening to Elders – Bramblestar

Love – Bluestar, Brokenstar, Firestar, Leafstar

Loyalty – Crookedstar, Firestar, Pinestar

Mercy – Tigerstar

Mentoring – Firestar, Tigerstar

Mother's Love – Bramblestar, Crookedstar, Heatherstar, Mistystar, Tallstar

Nobility – Firestar

Offering second chances – Bramblestar

Patience – Bluestar, Crookedstar, Tallstar

Pride – Bramblestar, Bluestar, Tigerstar

Protection – Firestar

Putting their Clan above all others – Raggedstar

Selflessness – Leafstar

Strength – Brokenstar, Mistystar

Strength to act without fear or judgement – Tallstar

Sympathy and Understanding – Leafstar

Tireless Energy – Firestar

Trust – Bluestar, Crookedstar

Truth – Brokenstar

Understanding not only warriors protect the Clan – Bramblestar

Understanding that size isn't everything – Tigerstar

War and Peace – Pinestar

The Warrior Code – Brokenstar, Tallstar

Wisdom – Leafstar, Mistystar, Tallstar

The Warrior Code

[image]

THE WARRIOR CODE

1. Defend your Clan, even with your life. You may have friendships with cats from other Clans, but your loyalty must remain to your Clan, as one day you may meet them in battle.

2. Do not hunt or trespass on another Clan's territory.

3. Elders, queens, and kits must be fed before apprentices and warriors. Unless they have permission, apprentices may not eat until they have hunted to feed the elders. If any warrior or apprentice is sick or injured, they may eat while the elders, queens, and kits are eating.

4. Prey is killed only to be eaten. Give thanks to StarClan for its life.

5. A kit must be at least six moons old to become an apprentice.

6. Newly appointed warriors will keep a silent vigil for one night after receiving their warrior name.

7. A cat cannot be made deputy
without having mentored at least one apprentice.

8. The deputy will become Clan leader when the leader dies, retires or is exiled.

9. After the death or retirement of the deputy, the new deputy must be chosen before moonhigh.

10. A Gathering of all four Clans is held at the full moon during a truce that lasts for the night. There shall be no fighting among Clans at this time.

11. Boundaries must be checked and marked daily. Challenge all trespassing cats.

12. No warrior can neglect a kit in pain or danger, even if the kit is from a different Clan.

13. The word of the Clan Leader is the warrior code.

14. An honorable warrior does not need to kill other cats to win his/her battles, unless they are outside the warrior code or if it is necessary for self-defense.

15. A warrior rejects the soft life of a kittypet.

16. Each Clan has the right to be proud and independent, but in times of trouble they must forget their boundaries and fight side by side to protect the four. Each Clan must help the others so that no Clan will fall.

Exceptions

• Cats on their way to the Moonstone or Moonpool are allowed to cross other Clans' territories to get to their destination - WindClan grounds on the moorland and ThunderClan grounds by the lake, in the forest.

• At the lake, cats may travel on other Clans' grounds as long as they are within two fox-lengths of the lake; for instance, to go to a Gathering.

• Cats may travel on other Clan territories if they have something to report or ask for help.

• The code is flexible about leadership challenges. Cats may challenge a weak or cruel leader if their Clan is in danger, and if their leadership threatens the Clan, the code expects a warrior to challenge their leader.

Additional Rules

The following rules are not specifically stated in the warrior code, but are expected to be followed:

• Medicine cats may not have a mate or kits.

• Kits must stay in camp until they are apprenticed, and are not allowed to hunt.

• The safety of the Clan is more important than the safety of one cat

• Clans must not unite together to drive out another Clan

• Clans must not force another Clan to share territory.

• Enemy patrols must not attack cats if they are on a mission all four Clans agree on.

• Cats cannot eat when going to the Moonstone or Moonpool to speak with StarClan.

Rejected Codes

Throughout history, several other rules were proposed for introduction into the Warrior Code, however, they were turned down. These rules were:

• Only cats of pure forest blood can be Clan members (suggested by Featherstar of WindClan).

• Each Clan may only eat the prey they are most suited for (suggested by Robinstar of SkyClan).

•
All Clan cats must acknowledge that StarClan controlled Clan life (suggested by Dovestar of RiverClan).

Breaking the Warrior Code
(Spoilers)

The rules are often broken. All of the Clans break the rules many times, although ThunderClan is the Clan whose cats question and debate the Code the most. Every rule has been broken at least once.

Examples of Breaking the Warrior Code:

• Rule 1 was broken by Graystripe when he was torn between his loyalties to ThunderClan and RiverClan due to his love relationship

with Silverstream, and refused to fight her. This rule was also broken by Bluefur when she fell in love with Oakheart, and refused to battle him when he was attacked by Thistleclaw. This was broken by Fallowtail and Reedfeather when they gave birth to Graypool and Willowbreeze.

• Rule 2 is one of the most frequently broken, with many Clans crossing boundaries to catch prey or apprentices not acknowledging the boundaries.

• Rule 3 was broken by Firepaw when catching prey for Yellowfang after she was exiled from ShadowClan.nIt was also broken by Longtail and Darkstripe, who ate prey on a hunting patrol instead of bringing it back to the elders and kits. It is rumored by Graypaw that Sandpaw and Dustpaw did this every so often.

• Rule 4 was broken by Tigerstar and his warriors when he killed prey only to raise a hill of bones.

• Rule 5 was broken by Brokenstar of ShadowClan, when he forced kits to become apprentices before they were old enough. He also trained them too hard, killing some of them. Some were made warriors before they were even six moons old. This rule was also broken when Bluestar apprenticed Cinderpaw and Brackenpaw before they were six moons old.

• Rule 6 was broken when Squirrelflight was named a warrior, but did not sit vigil, as ThunderClan did not yet have a camp. This comes into conflict with her story in Code of the Clans, where she gives vigil tips and shares experiences from her own vigil.

• Rule 7 was broken by Firestar when he appointed Brambleclaw as deputy because he had no apprentice, even though he was going to mentor Berrykit when he became six moons. This rule was also broken when Hawkfrost was appointed temporarily as deputy, since he hadn't mentored an apprentice.

• Rule 8 was broken by Tallstar when he appointed Onewhisker leader, even though Mudclaw was still deputy.

• Rule 9 was broken by Bluestar when she waited for too long to

name a new deputy, and when Firestar refused to name a deputy when Graystripe disappeared.

• Rule 10 was broken by all Clans when they fought numerous times at Gatherings.

• Rule 11 was broken by ShadowClan when they stopped believing in StarClan and stopped patrolling their borders.

• Rule 12 was broken by Russetfur and her patrol, watching Berrykit struggle with his tail caught in a fox trap, and making no move to help him. Also done by Tigerstar when he was an apprentice and tried to kill Scourge while he was a kit named Tiny.

• Rule 13 was broken by Fireheart when he refused to attack WindClan when Bluestar planned an attack.

• Rule 14 was broken by Brokenstar, Hawkheart, Tigerstar, Hollyleaf, Lionblaze, and Clawface when they killed cats to win their own battles.

• Rule 15 was broken by Cloudpaw when he took food from Twolegs.

• The rule about medicine cats being forbidden to have a mate and kits was broken by both Leafpool and Yellowfang.

Punishment

The Clan Leader may choose to punish cats who broke the Warrior Code. These include scolding, giving a warrior apprentice duties, or giving an apprentice an unpleasant task (like when Bluestar put Firepaw in charge of taking care of Yellowfang for feeding her). Also, Leafpool was banished from her medicine cat duties and was forced to become a warrior when the truth came out about Hollyleaf, Lionblaze and Jayfeather's parents were. In severe cases, the cat may be exiled from the Clan; such as Leopardstar exiling Graystripe, Firestar exiling Darkstripe, or Bluestar exiling Tigerclaw.

Cats who would murder for no reason or caused much pain to other cats for no reason would go to the Place of No Stars instead of StarClan (Tigerstar, Hawkfrost, Brokenstar, etc.).

The Medicine Cat Code

[image]

THE MEDICINE CAT CODE

1. A medicine cat cannot take on a mate.

2. A medicine cat cannot have kits.

3. A medicine cat will never let personal feelings in the way of his or her duties.

4. Medicine cats are outside Clan and Clan rivalry.

5. A medicine cat may be trained in as a warrior before a medicine cat, but a medicine cat cannot become a normal warrior.

6. Medicine cats are outside Clan rivalries, but they still must learn basic fighting moves.

7. A medicine cat must be able to inturpret signs from StarClan.

8. Medicine cats cannot reject an injured cat.

9. A medicine cat must do everything in his or her power to save a sick or injured cat.

10. A medicine cat will give his or her life to save a cat.

Predators

[image]

' Possibly ' means the animal/thing* might *be able to hurt the cat, but might not all the time.

All the predators that have made an appearance/might be a possible predator or enemy to the warrior cats. If you have any recommendations feel free to comment!

❇ Fox

❇ Badger

❇ Twoleg

❇ Dog

❇ Another cat

❇ Hawk

❇ Eagle

❇ Monster

❇ Sharptooth (mountain lion/cougar)

❇ Tree-eater (bulldozer)

❇ Raccoon

❇ Owl

❇ Beaver

❇ Rat

❇ Snapping turtle

❇ Coyote

❇ Weasel

❇ Vultures

❇ Possum

❇ Bear

❇ Wolves

❇ Rabbit (possibly)

❇ Snake

❇ Bobcat

❇ Alligator/Crocodile

❇ Horse (possibly)

❇ Cow (possibly)

❇ Boar

❇ Scorpion (if lethal enough)

❇ Spider (if lethal enough)

❇ Ant (if lethal enough)

❇ Bee/hornet/wasp (if lethal enough)

❇ ***Any other suggestions? Comment!***

Prey

[image]

The importance of eating is something that all of the Clans are concerned about every single day. They eat to keep up strength and maintain the health of the Clan as a whole. Each of the Clans have a hunting specialty, due to the terrain they are familiar with and the traditions the cats are raised by.

Many different species of prey are hunted by the warrior cats. Usually, after killing prey, a cat will give thanks to StarClan for its life, and will bury it to keep it safe from other predators until they are ready to carry it back to camp. The remains (i.e. the bones, feathers, fur) are usually buried.

Cats will not kill prey only for fun, without the intention of using it to feed oneself, or the Clan, as this is part of the warrior code. It is also in the warrior code that the hunters may not eat until they have caught prey for the rest of the Clan. Traditionally, the weaker cats will be fed before the apprentices and warriors. The leader or deputy of a Clan must send more patrols before the cold weather strikes. In leaf-bare, prey is much harder to find than in any other season.

PREY

Amphibians

❇ Frogs

❇ Toads

Avians

❇ Eagles

❇ Hawks

❇ Falcons

❇ Finches

❇ Thrushes

❇ Sparrows

❇ Lark

❇ Crows

❇ Pigeons and Dove

❇ Starlings

❇ Magpies

❇ Pheasants

❇ Wrens

❇ Moorhens

❇ Blackbirds

❇ Chickens

❇ Robins

❇ Wagtails

❇ Lapwings

❇ Eggs

❇ Owls

❇ Ravens

❇ Jays

❇ Kestrels

❇ Goose

❇ Heron

❇ Buzzards

Fish

❇ Trout

❇ Minnows

❇ Perch

❇ Pike

❇ Eel

Mammals

❇ Bats

Soricomorphs

❇ Shrews

❇ Water Shrews

❇ Voles

❇ Water voles

Lagomorphs

❇ Rabbits/Hares

Reptiles

❇ Snakes

❇ Adders

❇ Lizards

Rodents

❇ Squirrels

❇ Mice

❇ Wood Mice

Instects

❇ Ant

❇ Beetle

❇ Fly

❇ Maggot

❇ Moth

❇ Spider

❇ Wasp

Worms

❇ Earthworms

Plants

[image]

***AN* : Sorry this hasn't been updated in so long XD It's been two months! But I'm going to start this up again. Hope this helps! ^~^**
I also give credit to Silverpelt for making this :)

Trees

Ash
Aspen
Bark
Beech
Birch
Cedar
Cherry
Larch
Log
Maple
Marigold
Oak
Pine
Rowan
Timber
Twig
Willow

Fruits, Berries, and Nuts

Acorn
Apple
Berry
Cherry
Holly
Nut
Olive
Pear

Plum
Pod
Seed

Flowers

Blossom
Clover
Daisy
Flower
Lily
Heather
Petal
Poppy
Primrose
Rose

Bushes and Other Plants and Undergrowth

Bracken
Bramble
Briar
Fern
Furze
Gorse
Grass
Ivy
Hay
Hazel
Heather
Holly
Leaf
Lichen
Moss
Mossy
Nettle
Oat
Olive
Reed
Rush
Sedge

Sloe
Thistle
Thorn
Vine
Weed

The Forest Territory

[image]

The Forest Territory, also known as the Old Forest or Old Territory, was the place the four Clans used to reside, and SkyClan had once as well until they were cast out.

Geography

Despite its name, only a small part of the region is covered by actual forest; mainly the eastern part claimed by ThunderClan as their hunting grounds. The rest are hills, grassland and marshes. A river, named River Chell, cuts through the region, making up the border between RiverClan and their two neighbors, ThunderClan and WindClan. A Thunderpath, named Windover Road by Twolegs, makes up the border between ShadowClan and ThunderClan. A smaller Thunderpath, named North Allerton Road, comes from the north.

Location

According to an Erin Hunter chat, the territory was originally based on New Forest, a forest in the county of Hampshire in southern England, but as the ideas developed, it became more of a fantasy place and not the depiction of a real-world location. For example, New Forest does not have a quarry nearby.

History

!! SPOILER ALERT !!

In the beginning, the region was a wilderness, without predators or humans living nearby. After a time, cats arrived in small groups and began to settle down. However, they did not set up borders, and their territories overlapped, resulting in several bloody battles and many deaths. After a particularly ferocious battle, the survivors were confronted by the spirits of their fallen companions, urging them to unite and live in peace.

However, the cats could not agree who would lead them, so five cats, Thunder, Shadow, River, Wind, and Sky, each demanded to be the leaders. In the end, they decided to separate into five groups, under the leadership of Thunder, Shadow, River, Wind, and Sky. The others cats chose to follow the leader that was going to a territory best suited for themselves. They developed the Warrior Code, and founded the five Clans - ThunderClan, ShadowClan, SkyClan, RiverClan, and WindClan - dividing the hunting grounds between themselves, adapting to the conditions that reigned on their territories. The spirits of the fallen cats made up StarClan, ancestors who guided the living with advice.

Twolegs arrived soon, and constructed the Thunderpath that later made up the border between ThunderClan and ShadowClan, then built the Twolegplace, forcing SkyClan to leave their territory. Soon, the remaining four Clans had to leave as well, as Twolegs destroyed the region to construct a new Thunderpath, and later settled by a lake, the region being referred to as The Lake Territories.

ThunderClan

ThunderClan claims the southeastern part of the region, their territory consisting of deciduous woodland, named White Hart Woods by Twolegs. Their camp is in a sandy ravine that used to be a riverbed long time ago, surrounded by brambles.

Here are the landmarks in ThunderClan territory:

- A small stream runs through the territory, close to the camp

- Near the camp is The Sandy Hollow, an area where apprentices do their battle training.

- West of the camp is The Owl Tree, a tree that was always home to owls.

- East of the camp is Snakerocks, a clearing where prey and plants are abundant, but adders represent a danger.

- Next to the clearing is The Great Sycamore, a tall tree where

apprentices learn to climb.

ThunderClan's camp:

The ThunderClan Forest Camp is in a sandy ravine that used to be a riverbed a long time ago. The camp consists of a clearing edged with thick grass, dotted with tree stumps, and has a thick curtain of ferns and gorse shielding it. It is also surrounded by brambles, and the entrance is through a gorse tunnel. There is a tall boulder in the clearing, called the Highrock, used by the leader to call meetings. The Highrock has scuffed earth around its base. A vast, sandy clearing stretches to the Highrock, which is near a clump of nettles. A bit away from the nursery is a crowded corner of ferns, which have a tall barrier of gorse behind it. At one side a fallen tree lies, its tangled branches folded on the ground. The fresh-kill pile usually lies at the side of the clearing. At one point, the camp was burned down in a fire, but the vegetation grew back quickly.

- The nursery is under a thick bramble bush. There is a huge gap in the bush that leads to the clearing.

- The apprentices' den is in a clump of ferns, beside a tree stump.

- The warriors' den is under a bush, with a nearby nettle patch. The warriors' den is beside the nursery. It is said that the senior warriors sleep near the center, the warmest area. It is also an honor that senior warriors invite younger warriors to eat with them by the bush.

- The medicine cat's den is a crack in a rock, near a small grassy clearing, a tunnel of ferns leading to it. Inside there is a grassy clearing with a small pool at one edge. One tall rock stands at the side, split with a crack to keep herbs inside.

- The elders' den is under a jutting branch in the fallen tree that has grass, moss and ferns sprouting from every crevice in the tangle of wood. There is a maze of twigs that eventually lead to an empty space among tangled branches.

- The leader's den is a cave in the Highrock which was carved out by an ancient stream, with lichen hanging over the entrance. Inside

the den is a quiet cove with a smooth floor and walls, a mossy nest at one side.

ShadowClan

ShadowClan claims the northeastern part of the region, their territory consisting of marshy and damp ground with few trees. It is bordered by a Thunderpath to the south that has a tunnel underneath that permits crossing into ThunderClan grounds. Their camp is in a hollow with muddy ground, surrounded by brambles.

Here are some of the landmarks in ShadowClan territory:

- South of the camp is the Burnt Sycamore, an ancient tree that was burnt by lightning long ago. ShadowClan apprentices learn their night hunting and quiet stalking at this tree.

- West of the camp is Carrionplace, a Twoleg dump called the North Allerton Amenity Tip, home to disease and rats. It provides ShadowClan with food during leaf-bare.

- Southwest of the camp are two Twoleg tunnels that cross under the Thunderpath. One leads to Fourtrees; farther to the west, the second leads into WindClan territory.

ShadowClan's Camp:

The ShadowClan Forest Camp is in a hollow with muddy ground surrounded by brambles. The entrance is through a thorn tunnel. A smooth boulder, known as the Clanrock, is at the edge of the clearing and is used by the leader to call meetings.

- The nursery is in a hollow, shielded by a thorn bush.

- The warriors' den is under a large bramble bush.

- The medicine cat's den is in a cave under two boulders (one being the Clanrock) and is surrounded by ferns.

- The leader's den is beneath the roots of a big oak tree.

RiverClan

RiverClan claims the southwestern part of the region, on the right bank of River Chell. Their territory consists of open plains, and their camp is on a large, well-drained island, surrounded by reeds, that can be reached only by swimming (although such an island does not appear on the map).

Here are some of the landmarks in RiverClan territory:

- The river itself, a source of prey for the cats. It follows a gorge that comes to a waterfall (Druid's Leap), then continues through the plains. RiverClan cats can swim through it, but there is also a Twoleg bridge that makes crossing safe when the water is high.

- South of the camp is Morgan's Farm, a Twolegplace with a campsite next to it.

- Southwest of the camp is Sunningrocks, a large, smooth stone formation by the river where cats love to sun themselves. RiverClan and ThunderClan often fights over the lovely strip of territory.

- The Gorge is a deep gorge cut by the river in the terrain, border with WindClan. Apprentices are forbidden to go near it.

- Beech copse is a training area for apprentices and warriors.

RiverClan's Camp:

The RiverClan Forest Camp is on a large, well-drained, island and is surrounded by reeds. All of the dens are tightly woven. It can be reached only by swimming, and as cats from other Clans cannot swim (and hate water, in general), the camp is rarely attacked. Floods present a danger; once, a flood swept away the floor of the nursery, along with two of Mistyfoot's kits.

- All dens are made up of tangles of reeds. It is mentioned that cats weave feathers in the reeds and decorate the edges with rocks and shells.

- There is a well-trodden grass track leading away from the sedges and between thick bushes of the camp.

- The medicine den is past a deep olive sedge and in a calm den.

- The apprentice den has a warm coating of moss on it.

- The nursery is tucked away into a thick sedge wall. It is made of willow branches and reeds.
The elders' den is at the high end of a slope. It is made of woven willow stems.

- The leader's den is built of willow stems and woven into the roots of the ancient willow.

WindClan

WindClan claims the western part of the territory, wedged between the Thunderpath and the river, consisting of rolling moorland named Windover Moor by the Twolegs. Their camp is in a sandy hollow, surrounded by gorse.

Here are some of the landmarks in WindClan territory:

- East of the camp is the Outlook Rock, a large rock from where the moorland can be overseen.

- South of the camp is an abandoned badger set, a source of prey.

The moors are almost hollow with tunnels, some made by animals, others by underground streams. WindClan cats use them to move through their territory without being seen; those skilled in doing so were trained as tunnelers.

WindClan's Camp:

The WindClan Forest Camp is in a sandy hollow, surrounded by gorse. The entrance is through a gorse tunnel. A tall boulder, called the Tallrock is used by the leader to call meetings.

- The nursery and the elders' den are under the gorse wall surrounding the camp.

- The other cats, including the leader, prefer to sleep under the open sky, although in bad weather, they retreat in burrows made by rabbits, foxes or badgers.

SkyClan

Ancient SkyClan lived in the area in which there are now Twolegplaces and the Treecut Place. Their territory lay downriver from ThunderClan. It consists of mainly oaks. Their territory was destroyed a long time ago, and little is known about it. Their camp was in a hollow, and a Twoleg Nest was built on it, where now the kittypet Smudge lives. Surrounded by deep banks of fern and bramble, the entrance is through a gap in the brambles. The warriors den is under a bramble bush and the elders den lies in gap in the ferns. The vantage point for the leader was a branch on a thorn tree, and the fresh-kill pile was under an elderflower bush. The apprentice's den was under some ferns, and the nursery lies under a holly bush.

The journey to the New Territory was especially hard. They followed the river upstream, and lots of dangers befell them. One kit fell into the river, and the Clan couldn't do anything while it got swept away. An apprentice strayed away from the main group and got picked by a fox who outran the warriors trying to chase it. An elder lagged behind the Clan, slowing down considerably, leaving stains of blood pawed on the ground. Another halted suddenly, and didn't get up again. It is sure that more dangers had killed them as well.

Other Territories

Fourtrees:

Fourtrees (known by the Twolegs as Druid's Hollow) is a clearing with four tall oak trees in the middle, used by Clans for Gatherings. It is a neutral territory, unclaimed by any Clan. All Clans have a direct access to it; they do not have to travel through other Clans' grounds to reach it.

Highstones:

Highstones is an abandoned quarry in the northwestern part of the territory, named Devil's Fingers by the Twolegs. It is an easily visible landmark. A tunnel in the ground contains the Moonstone, where leaders and medicine cats go to share tongues with StarClan.

It is a neutral territory, unclaimed by any Clan.

Twolegplace:

In the southeastern part, there is a settlement named Chellford, known as The Twolegplace to the cats. It was built on the former SkyClan grounds. It was home to BloodClan, a ferocious group of rogues, led by a cat named Scourge.

Tallpines:

East of Twolegplace is Tallpines, a controlled pine forest, grown for the purpose of wood for Twolegs, named Chelford Forest by them. In its middle, there is the Treecut Place (Chelford Mill), a logging camp.

Barley's Farm:

West of the camp is Barley's Farm, known to Twolegs as Windover Farm, where cows, sheep, and dogs live. Two loners named Barley and Ravenpaw also inhabit the farm.

The Lake Territory

[image]

The Lake Territory, also called the New Territory or the New Forest, is where the Clans now reside after they had to leave the Old Forest.

Geography

The region is far northwest from The Forest and north of the sun-drown-place. It consists of varied landscape surrounding a lake. The northern half is covered by woodland and it gives home to ShadowClan and ThunderClan. The southern half is moorland, giving home to RiverClan and WindClan. Two smaller streams flow into the lake from the north, and a river, named River Alba flows out of it.

There is noticeable Twoleg activity in the region. Twolegs come here mostly in greenleaf and there are two Greenleaf Twolegplaces in the region, and several halfbridges (boat docks) around the lake. The ShadowClan territory contains a Twoleg nest called Sanctuary Cottage by Twolegs.

History

!! SPOILER ALERT !!

Before the Clan cats came, The Lake Territories gave home to different Tribes of cats, named The Ancients by the Clans. They had a hierarchy similar to that of the Clans, and they used the Moonpool to communicate with their ancestors. The Ancients scattered well before the Clans ventured to the lake; one of the Ancient Tribes are the ancestors of the Tribe of Rushing Water, the group of cats that live in the mountains.

The Clans settled in the lake territories after being driven out of The Forest Territories by Twolegs. The Clans found the Lake after StarClan sent them a sign of a falling star. They divided the land

between the Clans, giving each Clan the land that best suited their purposes, ShadowClan in the pine forests, RiverClan near creeks and marshes, ThunderClan in the leafy forest, and WindClan on the moor. Leafpaw discovered the Moonpool, the place where the cats share with StarClan, and the cats started using the island in the lake, that was found by Mothwing, for Gatherings.

ThunderClan

ThunderClan claims the northeastern part; their territory is mainly deciduous woodland. Their camp is an abandoned Twoleg quarry, called the stone hollow by the cats.

Here are the landmarks in ThunderClan territory:

- The Sky Oak, a large tree near the shore.

- A mossy clearing where apprentices train.

- North of the camp is an abandoned Twoleg Nest, a location rich in prey and herbs.

- A network of tunnels running below ThunderClan and WindClan grounds, connecting them.

- A clearing near the ShadowClan border where Twolegs camp in greenleaf.

- An abandoned, unpaved road (named The Old Thunderpath by the cats) starting from the hollow and heading north.

ThunderClan's Camp:

The ThunderClan Lake Camp is in an abandoned quarry, described as a stone hollow enclosed by tall cliffs. The main entrance is through a thorn tunnel, which can lead out of the camp after exiting the dirtplace. There is also a secret entrance that is reached by climbing the rocks. The walls offer protection and keep out the wind, but cats must watch their step near the edge as falling into the hollow can be fatal. A tall rock called the Highledge is used by the leader to call meetings. Most of the dens consist of caves and crevices in the rock wall. There is also a Halfrock, which is a

smooth low stone that rises out of the ground near the elders den. At one point, badgers devastated the camp, but it was rebuilt by the cats.

- The nursery is under a thick bramble bush reinforced with thick roots woven together for protection. It's floor is made of packed earth.

- The apprentices', leader's and medicine cat's dens are caves in the rock, entrances hidden by bramble tendrils.

- The warriors' den is in a dip in the ground under a big thorn bush, and after the tree falls in Fading Echoes, it is rebuilt under the branches of a beech tree.

- The elders' den is in a hazel bush, and later is rebuilt under the boughs of a beech tree and reinforced with honeysuckle.

ShadowClan

ShadowClan claims the northwestern part; their territory is mostly coniferous forest with not much undergrowth and damp ground. The ShadowClan camp is in a dip surrounded by brambles.

Here are the landmarks in ShadowClan territory:

- A Twoleg Nest (Sanctuary Cottage) is where two aggressive kittypets live.

- Twoleg paths where Twolegs roam during greenleaf.

- Greenleaf Twolegplaces, both on the ThunderClan and RiverClan borders.

ShadowClan's Camp:

The ShadowClan Lake Camp is concealed between tangles of brambles and low-hanging branches, and is a dip beneath the pine trees. The entrance is through a thorn tunnel. The leader makes their announcements from a branch hanging over their den.

- All dens are under bramble thickets.

- The medicine den has a sandy, hollowed-out floor covered in dried pine needles.

- A hazel branch overhangs the camp.

RiverClan

RiverClan lives in the southwestern part, around the rivers. The RiverClan Lake Camp is on a triangle of land between two streams. The Gathering Island can be reached from RiverClan territory.

Here are the landmarks in RiverClan territory:

- During greenleaf, Twolegs come to the Greenleaf Twolegplace to swim. It is noted that some can swim like fish, but a lot more noisily.

- The halfbridge is peculiar bridge that ends halfway in the water. Twoleg boats are anchored to it.

- RiverClan owns claim to the lake shore, having the south to the western part of the lake shore.

RiverClan's Camp:

The RiverClan Lake Camp is on a triangle of land between two streams. It can be reached by swimming or by crossing the stream via stepping stones. Twolegs often disturb the cats during Greenleaf; once, they had to abandon the camp as they were harassed by Twoleg kits.

- The nursery, elders' den and leader's den are under dense bramble thickets.

- The medicine cat's den is under a thorn bush overhanging the stream; the ground below it was washed away, leaving a pool.

WindClan

WindClan territory is open moor in the southeastern part of the territory. The WindClan Camp is a shallow scoop in the ground, protected from the weather and enemies.

Here are the landmarks in WindClan territory:

- A network of tunnels running below ThunderClan and WindClan grounds, connecting them.

- The Horseplace that forms their southern border.

WindClan's Camp:

The WindClan Lake Camp is a shallow scoop in the ground of the moor. Unlike other camps, it does not have any natural protection; they rely on the warriors to protect it. There are several boulders nearby, the highest being called the Tallrock and used by the leader to call meetings.

- The nursery is under a gorse bush.

- The medicine cat's den is in a crevice in the rock.

- The elders' den is in an old badger set.

- The other cats, including the leader, prefer to sleep under the open sky, although in bad weather, they retreat in burrows made by rabbits, foxes or badgers.

Other Territories

The Lake:

The Lake is a large body of water that touches all the Clans' territories, and it is the Clans' main source of water. Twolegs sail around the lake in boats. The Lake does not belong to any Clan (although RiverClan once claimed it), and cats can travel near the shore if they keep within three tail-lengths from the water. It contains the Island, where the Clans hold their Gatherings each moon.

Moonpool:

The Moonpool is located far northeast from the Clan territories, and it is neutral territory as well. It is a small pool located at the bottom of a hollow, and on one side there is a steep cliff with water flowing

out of it and it pours into the pool. This is where medicine cats speak with their ancestors and where the leaders go to consult with StarClan and to gain their nine lives.

Horseplace:

The Horseplace is the biggest Twoleg establishment near the lake. It is a farm where Twolegs live and keep horses and cows. The barn cats Smoky and Coriander live there. Daisy and her kits used to live there, and Floss and a dog named Pip also lived there before their deaths. The Horseplace separates RiverClan's territory from WindClan's.

SkyClan's Territory (Gorge)

[image]

Geography:

SkyClan's territory is a long distance from the forest Clans. A large part of it is made up of the gorge, a narrow valley in the earth filled with sandy cliffs and reddish stones. At the far end of the gorge, a pool named Deepsands Pool provides the source of the River Chell. The other parts of the territory are grassland and some forest. A large Twolegplace and an abandoned warehouse lie on the outskirts of the territory. The main northern border of SkyClan territory lies just outside the Twolegplace.

Location:

Unlike the forest territories, SkyClan territory was not believed to have been based on any specific real-world location. All we know is that it's a few days upstream from the forest where the Clans used to live before it was destroyed by Twolegs, and past the Twolegplace where Stick and his followers live.

History:

!! SPOILER ALERT !!

After SkyClan was driven from the forest territories by the other Clans, when their previous territory was destroyed by Twolegs, and was turned into a Twolegplace the Clan went in search of a new home. The current leader, Cloudstar, led his Clan along the river and they eventually found the gorge with surrounding territory. However, a short time during Spiderstar's leadership, the Clan dissolved due to being constantly attacked and defeated by a malicious group of rats. The rats did live in SkyClan territory, but not too close to the camp. The territory was left abandoned, except for some former Clan cats hunting as rogues; the others died or became kittypets.

Many years later, after the Clan had been almost completely forgotten, Firestar and Sandstorm came to the territory to attempt to rebuild the lost Clan on Cloudstar's request. They found the remains of the old camp and an old descendant of SkyClan named Sky, who instructed them on what they must do. Slowly Firestar formed the beginnings of a new SkyClan out of rogues and former kittypets. Borders were set and the territory was used again for hunting and living on. The rats attempted to drive them out again, but their attack was quelled when Firestar killed their leader.

A new leader and medicine cat were found for the newly reformed Clan; Leafstar and Echosong. The spirits of the fallen SkyClan warriors returned to watch over SkyClan territory once again. The Clan is currently still living in the territory under Leafstar's leadership.

SkyClan's Camp:

The SkyClan camp covers a wide area in the gorge. It is arrayed on the cliff face, with caves for each respective den. There is a large pile of boulders at the base, known as the Rockpile, where the Clan leader addresses the Clan.

- The nursery is the cave just below the elders' den, with a narrow entrance to shield the cats inside from enemies and hot sunlight.

- The apprentices' den is a small cave lower down in the cliff side, some ways away from the other caves.

- The warriors' den is the highest cave in the cliff, with plenty of room for all of the cats. The whole Clan could shelter there if the river flooded.

- The medicine cat's den is the lowest in the cliff, closest to the water and herb patches.

- The elders' den is the cave just below the warriors' den; it is noted that the elderly cats never lost the ability to jump, and so could have the cave at that level.

- The leader's den is a small cave a little ways from the others, at

the bottom of the cliff, next to the trail that leads to the Skyrock.

Significant Places:

There are several significant places in the SkyClan territory that are not part of the camp itself.

- The Skyrock is a large, flat rock jutting out from the top of the cliff side. It is used to hold Gatherings as there are no other Clans to share news with, the Clan exchanges news among themselves and are close to the stars and their warrior ancestors, and Clan leaders receive their nine lives there. It can also be used as a lookout point from which a warrior on duty can survey the entire territory.

- The Whispering Cave is a small, dark cave filled with moss near the source of the river. It is used by the SkyClan medicine cat to share tongues with StarClan. It can also be used to gather moss from to be used for nests and such.

ThunderClan

[image]

Habitat:

In the Forest
At the Lake

Clan Information:

Founder: Thunderstar / Thunder
Current Leader: Bramblestar

Unique Skills:

Hunting
Fighting
Hunting and fighting in dense undergrowth

!! SPOILER ALERT !!

ThunderClan is a group of cats that live in a part of the forest that is primarily deciduous woodland. The founding leader, Thunderstar, got his name from how his mother, Storm, died in a storm of stone and dust, so by extension the name was thought to be given to the Clan.

Description:

ThunderClan is a mainly peaceful Clan, respectful of the other Clans as well. In battle, ThunderClan is fierce, courageous, and loyal. They normally take in loners and kittypets into their Clan to either swell their ranks or because the cat is in need of help or shelter. For this, they are at times looked down upon by other Clans and thought of as weak. The Clan's main prey are mice, voles, squirrels, and the occasional rabbit, as well as birds such as starlings, magpies, wood pigeons, blackbirds, and thrushes. They have excellent stalking techniques, creeping across the forest floor. They

have the sense to keep upwind of their prey in the thick bushes. ThunderClan cats are noted to be especially strong. They are the only Clan to bunch their hindquarters before leaping to catch their prey.

History of Ranks:

!! SPOILER ALERT !!

— LEADERS —

Name: Thunderstar ♂
Deputy(s): Lightningtail, Owleyes
Gained Rank: Path of Stars
Left Rank: Before the beginning of the Warrior Code

Name: Owlstar ♂
Deputy(s): Unknown
Gained Rank: Before the beginning of the Warrior Code
Left Rank: Before the beginning of the Warrior Code

Name: Whitestar ♂
Deputy(s): Vinetail
Gained Rank: Before the beginning of the Warrior Code
Left Rank: Before the beginning of the Warrior Code

Name: Finchstar ♂
Deputy(s): Daisyheart
Gained Rank: Before "The Vanishing Moon"
Left Rank: Before "Poppycloud's Rule"

Name: Lionstar ♂
Deputy(s): Greeneyes
Gained Rank: Before "Poppycloud's Rule"
Left Rank: Before "Darkstar's Law"

Name: Vinestar ♂
Deputy(s): Unknown
Gained Rank: Before "Darkstar's Law"
Left Rank: Before "The Leader Who Sought Peace"

Name: Morningstar ♂

Deputy(s): Leafstorm
Gained Rank: Before "The Leader Who Sought Peace"
Left Rank: Before "The Victorious Clan"

Name: Redstar ♂
Deputy(s): Seedpelt
Gained Rank: Before "The Victorious Clan"
Left Rank: Before Mapleshade's Vengeance

Name: Oakstar ♂
Deputy(s): Beetail
Gained Rank: Before Mapleshade's Vengeance
Left Rank: Before Goosefeather's Curse

Name: Doestar ♀
Deputy(s): Pineheart
Gained Rank: Before Goosefeather's Curse
Left Rank: Goosefeather's Curse

Name: Pinestar ♂
Deputy(s): Sunfall
Gained Rank: Goosefeather's Curse
Left Rank: Bluestar's Prophecy

Name: Sunstar ♂
Deputy(s): Tawnyspots, Adderfang (temporarily), Bluefur
Gained Rank: Bluestar's Prophecy
Left Rank: Bluestar's Prophecy

Name: Bluestar ♀
Deputy(s): Redtail, Lionheart, Tigerclaw, Fireheart
Gained Rank: Bluestar's Prophecy
Left Rank: A Dangerous Path

Name: Firestar ♂
Deputy(s): Whitestorm, Graystripe, Brambleclaw
Gained Rank: The Darkest Hour
Left Rank: The Last Hope

Name: Bramblestar ♂
Deputy(s): Squirrelflight

Gained Rank: The Last Hope
Left Rank: ---

— DEPUTIES —

Name: Lightning Tail ♂
Gained Rank: "Dawn of the Clans"
Left Rank: Before "The Beginning of the Warrior Code"

Name: Owleyes ♂
Gained Rank: Before "The Beginning of the Warrior Code"
Left Rank: Before "The Beginning of the Warrior Code"

Name: Vinetail ♂
Gained Rank: Before "The Beginning of the Warrior Code"
Left Rank: Before "The Vanishing Moon"

Name: Daisyheart ♀
Gained Rank: Before "The Vanishing Moon"
Left Rank: Before "Poppycloud's Rule"

Name: Greeneyes ♀
Gained Rank: Before "Poppycloud's Rule"
Left Rank: Before "The Leader Who Sought Peace"

Name: Leafstorm ♀
Gained Rank: Before "The Leader Who Sought Peace"
Left Rank: Before "The Leader Who Sought Peace"

Name: Seedpelt ♀
Gained Rank: Before "The Victorious Clan"
Left Rank: Before Mapleshade's Vengeance

Name: Beetail ♂
Gained Rank: Before Mapleshade's Vengeance
Left Rank: Before Goosefeather's Curse

Name: Pineheart ♂
Gained Rank: Before Goosefeather's Curse
Left Rank: Goosefeather's Curse

Name: Sunfall ♂

Gained Rank: Before Tallstar's Revenge
Left Rank: Bluestar's Prophecy

Name: Tawnyspots ♂
Gained Rank: Bluestar's Prophecy
Left Rank: Bluestar's Prophecy

Name: Adderfang ♂
Gained Rank: Bluestar's Prophecy
Left Rank: Bluestar's Prophecy

Name: Bluefur ♀
Gained Rank: Bluestar's Prophecy
Left Rank: Bluestar's Prophecy

Name: Redtail ♂
Gained Rank: Bluestar's Prophecy
Left Rank: Into the Wild

Name: Lionheart ♂
Gained Rank: Into the Wild
Left Rank: Into the Wild

Name: Tigerclaw ♂
Gained Rank: Into the Wild
Left Rank: Forest of Secrets

Name: Fireheart ♂
Gained Rank: Forest of Secrets
Left Rank: A Dangerous Path

Name: Whitestorm ♂
Gained Rank: The Darkest Hour
Left Rank: The Darkest Hour

Name: Graystripe ♂
Gained Rank: The Darkest Hour
Left Rank: Sunset

Name: Brambleclaw ♂
Gained Rank: Sunset
Left Rank: The Last Hope

Name: Squirrelflight ♀
Gained Rank: The Last Hope
Left Rank: ---

— MEDICINE CATS —

Name: Cloud Spots ♂
Gained Rank: Moth Flight's Vision
Left Rank: Before "The Medicine Cats Decide"

Name: Prickleface ♂
Gained Rank: Before "The Medicine Cats Decide"
Left Rank: Before "The Victorious Clan"

Name: Pearnose ♀
Gained Rank: Before "The Leader Who Sought Peace"
Left Rank: Before "The Victorious Clan"

Name: Kestrelwing ♂
Gained Rank: Before "The Victorious Clan"
Left Rank: Before Mapleshade's Vengeance

Name: Oatspeckle ♀
Gained Rank: Before Mapleshade's Vengeance
Left Rank: Before Mapleshade's Vengeance

Name: Ravenwing ♂
Gained Rank: Before Mapleshade's Vengeance
Left Rank: Mapleshade's Vengeance

Name: Cloudberry ♀
Gained Rank: Before Goosefeather's Curse
Left Rank: Goosefeather's Curse

Name: Goosefeather ♂
Gained Rank: Goosefeather's Curse
Left Rank: Bluestar's Prophecy

Name: Featherwhisker ♂
Gained Rank: Bluestar's Prophecy
Left Rank: Bluestar's Prophecy

Name: Spottedleaf ♀
Gained Rank: Bluestar's Prophecy
Left Rank: Into the Wild

Name: Yellowfang ♀
Gained Rank: Into the Wild
Left Rank: Rising Storm

Name: Cinderpelt ♀
Gained Rank: Rising Storm
Left Rank: Twilight

Name: Leafpool ♀
Leafpool is a little confusing. She became the medicine cat in *Midnight*. Then she stepped down from being the medicine cat in *Sunrise*. She became a medicine cat again in either *The Last Hope* or before *Bramblestar's Storm*.

Name: Jayfeather ♂
Gained Rank: Sunrise
Left Rank: ---

ShadowClan

[image]

Habitat:

In the Forest
At the Lake

Clan Information:

Founder: Shadowstar / Tall Shadow
Current Leader: Rowanstar

Unique Skills:

Hunting
Fighting

ShadowClan is a group of cats that live in the marshlands and pines of the forest. Their founding leader, Shadowstar, as the first ever leader prior to the group being named, so by extension the prefix "Shadow", so the extension of the name was thought to be given to the Clan.

Description:

They have always seemed to be the "darker" Clan, with fierce, more disagreeable warriors. This dark reputation has been earned over the years by an unfortunate run of corrupted leaders, twisted minds, and bitter plots. They are proud, loyal, defensive, and slightly arrogant; often seem to be misunderstood and portrayed by the other Clans as battle-hungry, aggressive, ambitious, and greedy for more territory. It was often said when the Clans were in the forest, that the cold north wind of the mountains chilled the ShadowClan warriors' hearts. However, as Rock states in Cats of the Clans, ShadowClan have the smallest amount of territory and prey, which may justify their readiness to add anything to the fresh-kill pile. Even though their fierce warriors and hostile leaders earned

ShadowClan its reputation, the leader Dawnstar led Firestar to believe ShadowClan were not always as unfair and cruel as they seem now. Their main prey are reptiles and amphibians, such as lizards and frogs. A secret food source is the carrionplace, though they are careful not to eat crow-food. ShadowClan cats hunt best at night, and are better than others at sneaking through undergrowth.

History of Ranks:

!! SPOILER ALERT !!

— LEADERS —

Name: Shadowstar ♀
Deputy(s): Unknown
Gained Rank: Path of Stars
Left Rank: Before "The Beginning of the Warrior Code"

Name: Hollystar ♀
Deputy(s): Unknown
Gained Rank: Before "The Beginning of the Warrior Code"
Left Rank: Before "Finders Keepers"

Name: Brindlestar ♀
Deputy(s): Lakestorm
Gained Rank: Before "Finders Keepers"
Left Rank: Before "Mouse Games"

Name: Lilystar ♀
Deputy(s): Sunnytail
Gained Rank: Before "Mouse Games"
Left Rank: Before "The Queens Unite"

Name: Blizzardstar ♂
Deputy(s): Unknown
Gained Rank: Before "The Queens Unite"
Left Rank: Before "A Sign from StarClan"

Name: Snowstar ♂
Deputy(s): Brightwhisker
Gained Rank: Before "A Sign from StarClan"

Left Rank: Before "A Sign from StarClan"

Name: Brightwhisker ♀
Deputy(s): None
Gained Rank: Before "A Sign from StarClan"
Left Rank: "A Sign from StarClan"

Name: Flowerstar ♀
Deputy(s): Unknown
Gained Rank: "A Sign from StarClan"
Left Rank: Before "The Vanishing Moon"

Name: Ripplestar ♂
Deputy(s): Marshscar
Gained Rank: Before "The Vanishing Moon"
Left Rank: "The Vanishing Moon"

Name: Marshscar ♂
Deputy(s): Unknown
Gained Rank: "The Vanishing Moon"
Left Rank: Before "Darkstar's Law"

Name: Yellowstar ?
Deputy(s): Unknown
Gained Rank: Before "Darkstar's Law"
Left Rank: Before "The Leader Who Sought Peace"

Name: Sedgestar ♂
Deputy(s): Unknown
Gained Rank: Before "The Leader Who Sought Peace"
Left Rank: Before Tallstar's Revenge

Name: Dawnstar ♀
Deputy(s): Snaketail
Gained Rank: Before Cloudstar's Journey
Left Rank: Before Yellowfang's Secret

Name: Houndstar ♂
Deputy(s): Cedarpelt
Gained Rank: Before Goosefeather's Curse
Left Rank: Before Tallstar's Revenge

Name: Cedarstar ♂
Deputy(s): Stonetooth, Raggedpelt
Gained Rank: Before Yellowfang's Secret
Left Rank: Yellowfang's Secret

Name: Raggedstar ♂
Deputy(s): Foxheart, Cloudpelt, Brokentail
Gained Rank: Yellowfang's Secret
Left Rank: Yellowfang's Secret

Name: Brokenstar ♂
Deputy(s): Blackfoot
Gained Rank: Yellowfang's Secret
Left Rank: Into the Wild

Name: Nightstar ♂
Deputy(s): Cinderfur
Gained Rank: Fire and Ice
Left Rank: Rising Storm

Name: Tigerstar ♂
Deputy(s): Blackfoot
Gained Rank: Rising Storm
Left Rank: The Darkest Hour

Name: Blackstar ♂
Deputy(s): Russetfur, Rowanclaw
Gained Rank: The Darkest Hour
Left Rank: Bramblestar's Storm

Name: Rowanstar ♂
Deputy(s): Crowfrost
Gained Rank: Bramblestar's Storm
Left Rank: ---

— DEPUTIES —

Name: Lakestorm ♂
Gained Rank: Before "Finders Keepers"
Left Rank: Before "Mouse Games"

Name: Sunnytail ♀
Gained Rank: Before "Mouse Games"
Left Rank: Before "A Sign from StarClan"

Name: Brightwhisker ♀
Gained Rank: Before "A Sign from StarClan"
Left Rank: Before "A Sign from StarClan"

Name: Marshscar ♂
Gained Rank: Before "The Vanishing Moon"
Left Rank: Before Cloudstar's Journey

Name: Snaketail ♂
Gained Rank: Before Cloudstar's Journey
Left Rank: Before Tallstar's Revenge

Name: Cedarpelt ♂
Gained Rank: Before Goosefeather's Curse
Left Rank: Before Tallstar's Revenge

Name: Stonetooth ♂
Gained Rank: Before Yellowfang's Secret
Left Rank: Yellowfang's Secret

Name: Raggedpelt ♂
Gained Rank: Yellowfang's Secret
Left Rank: Yellowfang's Secret

Name: Foxheart ♀
Gained Rank: Yellowfang's Secret
Left Rank: Yellowfang's Secret

Name: Cloudpelt ♂
Gained Rank: Yellowfang's Secret
Left Rank: Yellowfang's Secret

Name: Brokentail ♂
Gained Rank: Yellowfang's Secret
Left Rank: Yellowfang's Secret

Name: Blackfoot ♂
Gained Rank: Yellowfang's Secret

Left Rank: Into the Wild

Name: Cinderfur ♂
Gained Rank: Fire and Ice
Left Rank: Rising Storm

Name: Blackfoot ♂
Gained Rank: Rising Storm
Left Rank: The Darkest Hour

Name: Russetfur ♀
Gained Rank: Before Firestar's Quest
Left Rank: Fading Echoes

Name: Rowanclaw ♂
Gained Rank: Night Whispers
Left Rank: Bramblestar's Storm

Name: Crowfrost ♂
Gained Rank: Bramblestar's Storm
Left Rank: ---

— MEDICINE CATS —

Name: Pebble Heart ♂
Gained Rank: Moth Flight's Vision
Left Rank: Before "A Sign from StarClan"

Name: Redscar ♂
Gained Rank: Before "A Sign from StarClan"
Left Rank: Before "The Medicine Cats Decide"

Name: Mossheart ♀
Gained Rank: Before "The Medicine Cats Decide"
Left Rank: Before Tallstar's Revenge

Name: Molepelt ♂
Gained Rank: Before Tallstar's Revenge
Left Rank: Before Tallstar's Revenge

Name: Redthistle ♀
Gained Rank: Before Goosefeather's Curse

Left Rank: Before Tallstar's Revenge

Name: Sagewhisker ♀
Gained Rank: Before Tallstar's Revenge
Left Rank: Yellowfang's Secret

Name: Yellowfang ♀
Gained Rank: Yellowfang's Secret
Left Rank: Into the Wild

Name: Runningnose ♂
Gained Rank: Into the Wild
Left Rank: Before Firestar's Quest

Name: Littlecloud ♂
Gained Rank: Before Firestar's Quest
Left Rank: ---

Name: Flametail ♂
Gained Rank: Sunrise
Left Rank: Night Whispers

RiverClan

[image]

Habitat:

In the Forest
At the Lake

Clan Information:

Founder: Riverstar / River Ripple
Current Leader: Mistystar

Unique Skills:

Hunting
Fighting
Water combat

RiverClan is a group of cats that live in a part of the forest that is primarily wetland, or shores of lakes/rivers/streams. The founding leader, Riverstar, got his name due to the river saving his life, so by extension the name was thought to be given to the Clan.

Description:

RiverClan is one of the five major Clans, and consider StarClan to be their warrior ancestors. They used to live on the reedy, pebbly plain near a river with very few trees, but now live in in a patch of land surrounded by two streams. RiverClan cats are known for their amazing skill at fishing and love for water. They also love beautiful things, and are known to collect rocks, shells, and feathers to decorate their dens. They eat mainly fish, but they can also eat water voles, shrews, and mice. They are contented, sleek, well-fed cats with well-groomed fur. They are known to be clever and graceful but are perceived outside their Clan as being stubborn and lazy. Their long fur and glossy coats are an asset while swimming. RiverClan gets by in leaf-bare, because according to other Clans,

they fatten themselves on fish during greenleaf in preparation for leaf-bare. RiverClan cats dislike adding birds to their fresh-kill pile. Sometimes other Clan cats call them "fish-faces", or "fish-breath". They are quite strong swimmers and move through the water as if they are part of it. Their lightning reflexes help them scoop fish from the bank. RiverClan cats often go well-fed, even during leaf-bare, and their sleek and handsome pelts are often something Twolegs are attracted to. Many Twolegs see this, and often take these cats to live in their homes, although RiverClan keeps quiet about it, as many of those cats do not come back.

History of Ranks:

!! SPOILER ALERT !!

— LEADERS —

Name: Riverstar ♂
Deputy(s): Unknown
Gained Rank: Path of Stars
Left Rank: Before "The Beginning of the Warrior Code

Name: Emberstar ♂
Deputy(s): Unknown
Gained Rank: Before "The Beginning of the Warrior Code"
Left Rank: Before "A Mystical Battle"

Name: Darkstar ♀
Deputy(s): Unknown
Gained Rank: Before "A Mystical Battle"
Left Rank: Before "A Night for Listening"

Name: Splashheart ♂
Deputy(s): Unknown
Gained Rank: Before "A Night for Listening"
Left Rank: Before "A Night for Listening"

Name: Troutstar ♂
Deputy(s): Unknown
Gained Rank: Before "A Night for Listening"
Left Rank: Before "A Vanishing Moon"

Name: Reedstar ♂
Deputy(s): Unknown
Gained Rank: Before "A Night for Listening"
Left Rank: Before "A Loss for All Clans"

Name: Ivystar ♀
Deputy(s): Unknown
Gained Rank: Before "A Loss for All Clans"
Left Rank: Before "Darkstar's Law"

Name: Talonstar ♂
Deputy(s): Unknown
Gained Rank: Before "Darkstar's Law"
Left Rank: Before "The Leader Who Sought Peace"

Name: Willowstar ♀
Deputy(s): Unknown
Gained Rank: Before "The Leader Who Sought Peace"
Left Rank: Before Goosefeather's Curse

Name: Birchstar ♀
Deputy(s): Sloefur
Gained Rank: Before Goosefeather's Curse
Left Rank: Before Goosefeather's Curse

Name: Volestar ♂
Deputy(s): Hailstep
Gained Rank: Before Goosefeather's Curse
Left Rank: Before Tallstar's Revenge

Name: Hailstar ♂
Deputy(s): Shellheart, Crookedjaw
Gained Rank: Before Tallstar's Revenge
Left Rank: Crookedstar's Promise

Name: Crookedstar ♂
Deputy(s): Timberfur, Oakheart, Leopardfur
Gained Rank: Crookedstar's Promise
Left Rank: A Dangerous Path

Name: Leopardstar ♀

Deputy(s): Stonefur, Mistyfoot, Hawkfrost (temporarily)
Gained Rank: A Dangerous Path
Left Rank: Fading Echoes

Name: Mistystar ♀
Deputy(s): Reedwhisker
Gained Rank: Fading Echoes
Left Rank: ---

— DEPUTIES —

Name: Sloefur ♀
Gained Rank: Before Tallstar's Revenge
Left Rank: Before Tallstar's Revenge

Name: Hailstep ♂
Gained Rank: Before Goosefeather's Curse
Left Rank: Before Tallstar's Revenge

Name: Shellheart ♂
Gained Rank: Before Tallstar's Revenge
Left Rank: Crookedstar's Promise

Name: Crookedjaw ♂
Gained Rank: Crookedstar's Promise
Left Rank: Crookedstar's Promise

Name: Timberfur ♂
Gained Rank: Crookedstar's Promise
Left Rank: Crookedstar's Promise

Name: Oakheart ♂
Gained Rank: Bluestar's Prophecy
Left Rank: Into the Wild

Name: Leopardfur ♀
Gained Rank: Into the Wild
Left Rank: A Dangerous Path

Name: Stonefur ♂
Gained Rank: A Dangerous Path
Left Rank: The Darkest Hour

Name: Mistyfoot ♀
Gained Rank: The Darkest Hour
Left Rank: Moonrise

Name: Hawkfrost ♂
Gained Rank: Moonrise
Left Rank: Dawn

Name: Mistyfoot ♀
Gained Rank: Dawn
Left Rank: Fading Echoes

Name: Reedwhisker ♂
Gained Rank: Fading Echoes
Left Rank: ---

— MEDICINE CATS —

Name: Dappled Pelt ♀
Gained Rank: Moth Flight's Vision
Left Rank: Before "The Medicine Cats Decide"

Name: Kinktail ♀
Gained Rank: Before "The Medicine Cats Decide"
Left Rank: Before "A Night of Listening"

Name: Meadowpelt ♂
Gained Rank: Before "A Night of Listening"
Left Rank: Before "A Loss for All Clans"

Name: Graywing ♀
Gained Rank: Before "A Loss for All Clans"
Left Rank: Before Tallstar's Revenge

Name: Icewhisker ♂
Gained Rank: Before Tallstar's Revenge
Left Rank: Before Tallstar's Revenge

Name: Milkfur ♀
Gained Rank: Before Tallstar's Revenge
Left Rank: Before Tallstar's Revenge

Name: Echosnout ♀
Gained Rank: Before Goosefeather's Curse
Left Rank: Before Tallstar's Revenge

Name: Brambleberry ♀
Gained Rank: Before Tallstar's Revenge
Left Rank: Crookedstar's Promise

Name: Mudfur ♂
Gained Rank: Crookedstar's Promise
Left Rank: Dawn

Name: Mothwing ♀
Gained Rank: Dawn
Left Rank: ---

Name: Willowshine ♀
Gained Rank: Dovewing's Silence
Left Rank: ---

WindClan

[image]

Habitat:

In the Forest
At the Lake

Clan Information:

Founder: Windstar / Wind Runner
Current Leader: Onestar

Unique Skills:

Hunting
Fighting
Tunnelers, Speed and Agility

WindClan is a group of cats that live primarily on the open moors. The founding leader, Windstar, got her name from being able to run as fast as the wind, so by extension the name was thought to be given to the Clan.

Description:

WindClan cats are known for their love of open spaces. They live on open fields, or moorland, where they catch their main prey of hares and rabbits. Of all four Clans, they are the least used to wet ground, preferring the grassy ground of the moors, which they sleep on. They do not like to sleep in the shelter of dens because they prefer the fresh air. They are fiercely loyal and tough. They can also be nervous and quick to flee, due to lack of cover on the moor. In the old forest home, they took pride in being the closest Clan to the Moonstone, where the leaders and medicine cats went to share tongues with StarClan, and they often find themselves blessed to be the closest Clan to StarClan, both physically and spiritually since they do not live in an environment surrounded by trees or many

shrubs that block their view of Silverpelt. They are considered the fastest of the Clan cats, and are considered to be the most quick witted amongst the other Clans. They are also the easiest to be offended and are the least likely to start battles between other Clans. The pelts of WindClan favor shades of gray and brown, perhaps as a natural outgrowth of the camouflage those colors provide. Of all the Clans, they have the deepest knowledge of Twolegs from seeing them on the farms that surround their territory.

History of Ranks:

!! SPOILER ALERT !!

— LEADERS —

Name: Windstar ♀
Deputy(s): Gorsefur
Gained Rank: Path of Stars
Left Rank: Before "Webfoot Speaks: The Story of the Lost Tunneler"

Name: Gorsestar ♂
Deputy(s): Unknown
Gained Rank: Before "Webfoot Speaks: The Story of the Lost Tunneler"
Left Rank: Before "The Beginning of the Warrior Code"

Name: Duststar ♂
Deputy(s): Stonetail
Gained Rank: Before "The Beginning of the Warrior Code"
Left Rank: Before "Finders Keepers"

Name: Stonestar ♂
Deputy(s): Mudpuddle
Gained Rank: Before "Finders Keepers"
Left Rank: Before "The Queens Unite"

Name: Hazelstar ♂
Deputy(s): Unknown
Gained Rank: Before "The Queens Unite"
Left Rank: Before "Second in Command"

Name: Featherstar ♀
Deputy(s): Pebblefur, Acorntail
Gained Rank: Before "Second in Command"
Left Rank: Before "The Vanishing Moon"

Name: Dovestar ♂
Deputy(s): Unknown
Gained Rank: Before "The Vanishing Moon"
Left Rank: Before "A Loss for All Clans"

Name: Fallowstar ?
Deputy(s): Unknown
Gained Rank: Before "A Loss for All Clans"
Left Rank: Before "Darkstar's Law"

Name: Birchstar ?
Deputy(s): Unknown
Gained Rank: Before "Darkstar's Law"
Left Rank: Before "The Leader Who Sought Peace"

Name: Rabbitstar ♂
Deputy(s): Unknown
Gained Rank: Before "The Leader Who Sought Peace"
Left Rank: Before Tallstar's Revenge

Name: Swiftstar ♂
Deputy(s): Milkfur
Gained Rank: Before Tallstar's Revenge
Left Rank: Before Tallstar's Revenge

Name: Heatherstar ♀
Deputy(s): Gorsefoot, Reedfeather
Gained Rank: Before Goosefeather's Curse
Left Rank: Tallstar's Revenge

Name: Tallstar ♂
Deputy(s): Deadfoot, Mudclaw, Onewhisker
Gained Rank: Tallstar's Revenge
Left Rank: Starlight

Name: Onestar ♂

Deputy(s): Ashfoot, Harespring
Gained Rank: Starlight
Left Rank: ---

— DEPUTIES —

Name: Gorsefur ♂
Gained Rank: In Dawn of the Clans
Left Rank: Before "Webfoot Speaks: The Story of the Lost Tunneler"

Name: Stonetail ♂
Gained Rank: Before "The Beginning of the Warrior Code"
Left Rank: Before "Finders Keepers"

Name: Mudpuddle ♂
Gained Rank: Before "Finders Keepers"
Left Rank: Before "Second in Command"

Name: Pebblefur ♂
Gained Rank: Before "Second in Command"
Left Rank: Before "Second in Command"

Name: Acorntail ♂
Gained Rank: "Second in Command"
Left Rank: Before Tallstar's Revenge

Name: Milkfur ♂
Gained Rank: Before Tallstar's Revenge
Left Rank: Before Tallstar's Revenge

Name: Gorsefoot ♂
Gained Rank: Before Goosefeather's Curse
Left Rank: Before Tallstar's Revenge

Name: Reedfeather ♂
Gained Rank: Before Tallstar's Revenge
Left Rank: Tallstar's Revenge

Name: Deadfoot ♂
Gained Rank: Bluestar's Prophecy
Left Rank: The Darkest Hour

Name: Mudclaw ♂
Gained Rank: Firestar's Quest
Left Rank: Starlight

Name: Onewhisker ♂
Gained Rank: Starlight
Left Rank: Starlight

Name: Ashfoot ♀
Gained Rank: Starlight
Left Rank: Before Bramblestar's Storm

Name: Harespring ♂
Gained Rank: Before Bramblestar's Storm
Left Rank: ---

— MEDICINE CATS —

Name: Moth Flight ♀
Gained Rank: Moth Flight's Vision
Left Rank: Before "The Medicine Cats Decide"

Name: Swiftfoot ♂
Gained Rank: Before "The Medicine Cats Decide"
Left Rank: Before Tallstar's Revenge

Name: Thrushpelt ♀
Gained Rank: Before Tallstar's Revenge
Left Rank: Before Tallstar's Revenge

Name: Larkwing ♀
Gained Rank: Before Tallstar's Revenge
Left Rank: Before Tallstar's Revenge

Name: Chiveclaw ♂
Gained Rank: Before Goosefeather's Curse
Left Rank: Before Tallstar's Revenge

Name: Hawkheart ♂
Gained Rank: Before Tallstar's Revenge
Left Rank: Tallstar's Revenge

Name: Barkface ♂
Gained Rank: Tallstar's Revenge
Left Rank: The Fourth Apprentice

Name: Kestrelflight ♂
Gained Rank: The Fourth Apprentice
Left Rank: ---

SkyClan

[image]

Habitat:

In the Forest
The Gorge

Clan Information:

Founder: Skystar / Clear Sky
Current Leader: Leafstar

Unique Skills:

Hunting
Fighting
Leaping and climbing

SkyClan is a group of cats that live in a gorge with rocky cliffs, that zigzag down to the base. The founding leader, Skystar, was the first ever leader prior to the group being named, so by extension the suffix "Sky" was thought to be given to the Clan as its prefix.

Description:

SkyClan was the fifth Clan, but was forced to leave the forest because Twolegs had invaded and taken over their territory, turning it into the Twolegplace cats see now. Their current leader at that time, Cloudstar, appealed to the other Clan leaders at a Gathering and asked for them each to give up some of their territory for SkyClan.Each Clan gave reasons to refuse to let SkyClan stay, and in the end, the Clan was driven out. Because of this, Cloudstar swore that SkyClan will never look to their warrior ancestors again. Cloudstar's mate, Birdflight, was offered a place in ThunderClan by Kestrelwing, the ThunderClan medicine cat with her kits, since she had just given birth to them and that were too young to make the journey to SkyClan's new home. With much sorrow, Birdflight

accepted and promises Cloudstar that they will someday meet again.
Later, SkyClan was brought back by Firestar in Firestar's Quest, a journey in which the ThunderClan leader, Firestar, and his mate, Sandstorm, traveled to the gorge to bring back the Clan. Modern SkyClan is a Clan of cats with strongly built hind legs which allow them to jump great heights or distances inherited from their ancestors, ancient SkyClan. They have rough, hard gray pads which help them to jump and walk long distances on hard, rough surfaces without breaking skin, which makes them infected. This feature allows them to climb and hunt in the trees, hence the name SkyClan. They are very powerful cats, who are a bit like ThunderClan, eating mainly squirrels, mice, and many kinds of birds.

History of Ranks:

!! SPOILER ALERT !!

— LEADERS —

Name: Skystar ♂
Deputy(s): Unknown
Gained Rank: Moth Flight's Vision
Left Rank: Before "Finders Keepers"

Name: Birchstar ♀
Deputy(s): Rainsplash
Gained Rank: Before "Finders Keepers"
Left Rank: Before "Follow My Leader"

Name: Beechstar ♂
Deputy(s): Maplewhisker
Gained Rank: Before "Follow My Leader"
Left Rank: "Follow My Leader"

Name: Mothpelt ♂
Deputy(s): Unknown
Gained Rank: "Follow My Leader"
Left Rank: "Follow My Leader"

Name: Maplestar ♀
Deputy(s): Unknown
Gained Rank: "Follow My Leader"
Left Rank: Before "The Vanishing Moon"

Name: Dewstar ♂
Deputy(s): Unknown
Gained Rank: Before "The Vanishing Moon"
Left Rank: Before "The Vanishing Moon"

Name: Hawkstar ♂
Deputy(s): Robinstar
Gained Rank: Before "The Vanishing Moon"
Left Rank: Before "Poppycloud's Rule"

Name: Robinstar ?
Deputy(s): Unknown
Gained Rank: Before "Poppycloud's Rule"
Left Rank: Before "Poppycloud's Rule"

Name: Rowanstar ♂
Deputy(s): Unknown
Gained Rank: Before "Poppycloud's Rule"
Left Rank: Before "Darkstar's Law"

Name: Darkstar ♂
Deputy(s): Raincloud
Gained Rank: Before "Darkstar's Law"
Left Rank: Before "The Leader Who Sought Peace"

Name: Fennelstar ?
Deputy(s): Unknown
Gained Rank: Before "The Leader Who Sought Peace"
Left Rank: Before "A Lesson to Kittypet Thieves"

Name: Flystar ♂
Deputy(s): Petalfall
Gained Rank: Before "A Lesson to Kittypet Thieves"
Left Rank: Before Cloudstar's Journey

Name: Cloudstar ♂

Deputy(s): Buzzardtail
Gained Rank: Before Cloudstar's Journey
Left Rank: Before Firestar's Quest

Name: Buzzardstar ♂
Deputy(s): Unknown
Gained Rank: Before Firestar's Quest
Left Rank: Before Firestar's Quest

Name: Spiderstar ♂
Deputy(s): Honeyleaf
Gained Rank: Before Firestar's Quest
Left Rank: Before Firestar's Quest

Name: Firestar (unofficially) ♂
Deputy(s): N/A
Gained Rank: Firestar's Quest
Left Rank: Firestar's Quest

Name: Leafstar ♀
Deputy(s): Sharpclaw
Gained Rank: Firestar's Quest
Left Rank: ---

— DEPUTIES —

Name: Rainsplash ♂
Gained Rank: Before "Finders Keepers"
Left Rank: Before "Follow My Leader"

Name: Maplewhisker ♀
Gained Rank: Before "Follow My Leader"
Left Rank: "Follow My Leader"

Name: Nightmask ♂
Gained Rank: Before "Poppycloud's Rule"
Left Rank: Before "Darkstar's Rule"

Name: Raincloud ♀
Gained Rank: Before "Darkstar's Law"
Left Rank: Before "A Lesson to Kittypet Thieves"

Name: Petalfall ♀
Gained Rank: Before "A Lesson to Kittypet Thieves"
Left Rank: Before Cloudstar's Journey

Name: Cloudstorm ♂
Gained Rank: Before Cloudstar's Journey
Left Rank: Before Cloudstar's Journey

Name: Buzzardtail ♂
Gained Rank: Before Cloudstar's Journey
Left Rank: Before Firestar's Quest

Name: Honeyleaf ♀
Gained Rank: Before Firestar's Quest
Left Rank: Before Firestar's Quest

Name: Sharpclaw ♂
Gained Rank: Firestar's Quest
Left Rank: ---

— MEDICINE CATS —

Name: Micah ♂
Gained Rank: Moth Flight's Vision
Left Rank: Moth Flight's Vision

Name: Acorn Fur ♀
Gained Rank: Moth Flight's Vision
Left Rank: Before "The Medicine Cats Decide"

Name: Quailfeather ♀
Gained Rank: Before "The Medicine Cats Decide"
Left Rank: Before "The Defeated Clan"

Name: Fawnstep ♀
Gained Rank: Before Cloudstar's Journey
Left Rank: Before Firestar's Quest

Name: Brackenheart ♂
Gained Rank: Before Firestar's Quest
Left Rank: Before Firestar's Quest

Name: Sandstorm (unofficially) ♀
Gained Rank: Firestar's Quest
Left Rank: Firestar's Quest

Name: Echosong ♀
Gained Rank: Firestar's Quest
Left Rank: ---

Name: Frecklewish ♀
Gained Rank: The Rescue
Left Rank: ---

BloodClan

[image]

Clan Information:

Founder: Scourge
Current Leader: Ice and Snake

Unique Skills:

Hunting
Fighting

BloodClan is a dangerous group of cats made up of feral cats from the Twolegplace. They are highly trained fighters, whose harsh lifestyle contributes to their strength and fortitude. They rarely show any signs of mercy to other cats.

Description:

BloodClan is not an official Clan, but more of a loosely organized group of hostile alley cats who live together in Twolegplace for mutual protection from Twolegs. They mostly feed on Twoleg trash. Live prey is scarce, except for the occasional rat. Their leader is Scourge (formerly named Tiny), a small black cat with one white paw, icy blue eyes, and an eerie, high-pitched voice that sounds like the splintering of ice. They don't have an "official" deputy, but the cat closest to Scourge is a muscular black and white tom with green eyes named Bone. He does most of Scourge's dirty work, and keeps the other cats of BloodClan in line by force. The highest ranked cats in BloodClan attach dog teeth to their claws to look threatening to other cats and to make their blows more effective while fighting. They do not have a medicine cat, and the elders, queens, and kits are never cared for; if a cat can't hunt for itself, then that cat will die.

Cats are required to live on their own, and living in family groups is forbidden, given Scourge's concern that some cats will join together

against him. Mothers are forced to train their kits, teaching them how to hunt, fight, and generally everything basic, and at the age of twelve moons, kits leave their mothers, so they are forced to rely on Scourge and Bone.

Barley, a former member of BloodClan, informs the ThunderClan leader, Firestar, that BloodClan's biggest weakness is their disbelief in StarClan. This means that the leader will not receive nine lives, which is proven when Scourge is killed.

Territory:

BloodClan lives in Twolegplace, where the ground is hard, there are many loud, frightening noises, and the stench of Twolegs and their monsters fills the air. To Clan cats, such as Tigerstar, who are completely used to the forest, walking through the dirty alleys in Twolegplace is like being deaf, blind, and lame. In the town where BloodClan lives, there are many, many, cats, and live prey is scarce. Near the Twolegplace where BloodClan lives, there is a Thunderpath, and a park.

Other Clan Information

Cat Characteristics:

BloodClan cats do not have a belief in StarClan or the warrior code. Because of this, the leader does not have the nine lives granted to Clan leaders. Many cats of BloodClan impale their collars with teeth of cats and even dogs, wearing them like trophies and making them appear more intimidating. Scourge, plus some BloodClan cats who are high in rank in Scourge's guard have their claws reinforced with dogs' teeth and/or claws.

Other Facts:

Only a few known connections exist in the Clans (or around them) to BloodClan, the ShadowClan warrior Boulder, Barley, the loner, and Violet, the kittypet. There have been only one set of BloodClan allegiances, included in the allegiances of The Darkest Hour. Another known fact is that Scourge is Firestar's half brother.

History of Ranks:

— LEADERS —

Name: Scourge
Gained Rank In: The Rise of Scourge
Left Rank In: The Darkest Hour

Names: Ice and Snake
Deputy(s): N/A
Gained Rank In: A Clan in Need
Left Rank In: A Clan in Need

— DEPUTIES —

Name: Bone
Gained Rank In: The Rise of Scourge
Left Rank In: The Darkest Hour

StarClan

[image]

Habitat:

StarClan's Hunting Grounds

StarClan are the deceased warrior ancestors of the Clans who live on in spirit form after dying, and watch over the living Clan cats. There is no specific leader for StarClan, since there are many cats from all four Clans that work together. They are responsible for sending signs and omens to the living cats.

Description

General:

StarClan are the deceased ancestors, descendants, and Clanmates of the Clan cats. Cats are only allowed to join StarClan when they die if they have lived an honorable life and followed the warrior code. If a cat doesn't live an honorable life, then that cat will end up in the Dark Forest, also known as the Place of No Stars. StarClan cats don't have to be in a Clan at the time of their death to be welcomed to StarClan, shown in Bluestar's Prophecy, when Pinestar was in StarClan, despite him being a kittypet at the time of his death.

When a Clan cat dies, they will be guided to StarClan by a deceased cat who played an important part in their life, such as a mentor or a cherished family member. When a cat dies and goes to join StarClan, they merely close their eyes and reopen them. When a leader loses a life, that life appears in StarClan as a very faint copy of the leader, but they are unable to communicate in any way to other StarClan cats until the leader loses their final life.

StarClan cats leave starry paw prints, their eyes shine like stars, and their pelts glow with a strange light, which makes them look like they have stars in their fur. Frost sparkles at their paws and glitters in their eyes. Their pelts shine like ice and carry all the scents of the

seasons: the tang of leaf-bare, the green scent of greenleaf, the musk of leafall, and the sweet blossom of newleaf. The cats' spirits remain in StarClan until they are forgotten by all living and dead cats over a long time and earned their own peace, causing them to fade away to little more than ghost-like images of themselves. It is possible for a StarClan cat to be killed again, but they vanish forever; going to a different place.

Relation to Living Cats:

StarClan act somewhat like guardians to the living Clan cats, often warning them of dangers ahead, or to guide them in times of need. Ancestors usually watch over the living cats of their former Clan, and especially over cats who were close to them in their lifetime; for example, Spottedleaf generally gives advice to ThunderClan cats, but most often to Firestar. Living cats visit StarClan in their dreams, although StarClan cats are able to appear even in the waking world, but such appearances are rare.

Medicine cats are specially bonded with StarClan, and they are the cats who are usually contacted by the ancestors. At every half-moon, the medicine cats and medicine cat apprentices of each Clan go to their sacred place, the Moonstone or Moonpool, to speak with their ancestors, to seek advice or to learn of things awaiting in their futures. To receive the signs of StarClan, medicine cats either touch their nose to the cold surface of the Moonstone, or drink the cool water of the Moonpool to initiate their dreams.

Besides medicine cats, StarClan cats sometimes send messages to leaders. Firestar is known to have received several warnings and prophecies, warriors, though it is uncommon, are known to have received prophetic dreams, such as when Brambleclaw is invited to undertake a quest, or even non-Clan cats such as Smudge, when Cloudstar wanted Firestar to rebuild SkyClan. Other creatures, such as Midnight the badger, may also be given a warning or prophecy for the Clans. All Clan cats give thanks to StarClan after catching prey for the life the prey has given to feed the Clan.

Ceremonies:

All Clan ceremonies are believed to be supervised by StarClan. The

Clan leader performing a ceremony calls upon the warrior ancestors, and promotes a cat to their new rank by the powers of StarClan. The leader asks that StarClan welcome them by a new name, such as when a kit is named an apprentice.

StarClan has the greatest role during leadership ceremonies, giving the new leader their nine lives, gifts and new name. Each of the lives are granted by a single ancestor, usually a cat the new leader had cherished when the cat was alive, such as a loved family member or mentor. When a life is granted to a leader, they are given a special gift or attribute to make them a good leader, such as endurance, courage or strength.

Influence:

There is contradiction in the books about how much influence does StarClan have over the living world:

- Lionheart and Bluestar state that StarClan has no control over what happens to cats in the living world; the most they can do is to warn cats in dreams.

- In Firestar's Quest, Spottedleaf appears in the waking world and offers a bundle of burdock root to Sandstorm, and also in Firestar's Quest, Silverstream gives Firestar a fish.

- If cats fight during a Gathering, StarClan covers the moon with clouds and lightning, even if the sky was clear before, implying that they have some power over nature.

- In *Sunset*, StarClan allows Cinderpelt to reincarnate as Cinderkit, Brackenfur and Sorreltail's daughter, instead of accepting her spirit among them, implying that they have power over life and death. Also Jayfeather, Lionblaze and Dovewing had been reincarnated from Jay's Wing, Lion's Roar and Dove's Wing although it is unknown whether StarClan did this. However, once reaching StarClan, a cat cannot be reincarnated.

Life in StarClan:

Once a cat reaches StarClan, they learn all about the territories,

including the story of SkyClan. Cats in StarClan are restored to the age in which they were happiest, for example, Yellowfang is old, because she was happiest at the end of her life, when she was in ThunderClan and Bluestar is young, because she was happiest at the peak of her youth. They also do not age in StarClan. Cats who die keep their name at the highest rank they had or would have achieved; Smallkit, for example, becomes Smallstar, as had he survived longer he would have become leader.

There is always plenty of prey, so hunting is easy, and cats have no defined tasks (such as hunting and training). They are free to do as they please, so they are mostly content, except when seeing living cats suffer.

StarClan has no hierarchy, and there is no defined leader or deputy and cats respect each other in StarClan, although cats respect those who were their leaders or mentors in the living world.

Once a StarClan cat ceases to be remembered by any living or dead cats, they will slowly seem to appear as the faintest star and will live their life in StarClan peacefully and alone. Usually, they do not send dreams to any living cats except on special occasions.

Other Ancestors:

The opposite of StarClan is the Place of No Stars, or Dark Forest, which is where cats who had committed the worst possible crimes when they had lived go when they die. It has a sort of border with StarClan's hunting grounds, appearing as a wall of mist. StarClan cats can enter the Place of No Stars, but when they do, they risk being unable to escape, and will be trapped forever in the dark, eerily lit forest. Cats who make up the Place of No Stars, such as Tigerstar and his son Hawkfrost, on the other hand, have no choice but to stay where they are.

The Tribe of Rushing Water have their own spirit ancestors, the Tribe of Endless Hunting. The Tribe of Endless Hunting do not send dreams to the Tribe cats, but instead send prophecies through moonlight patterns and and the shape of rocks in The Cave of Rushing Water. These signs are sent to the Tribe's Healer, Teller of the Pointed Stones, or Stoneteller. Feathertail, the RiverClan cat

who dies protecting the Tribe, is able to walk with both StarClan and the Tribe of Endless Hunting.

Formerly part of StarClan, SkyClan's ancestors left, along with SkyClan, and are now separate. However, some StarClan cats were present at Leafdapple's leader ceremony, showing that StarClan cats can still communicate with SkyClan's ancestors.

Territory:

StarClan's hunting grounds are described as a moonlit night landscape in greenleaf, a land of mist and shadows. It resembles the landscape of The Forest, and several locations exist in both the waking world and in StarClan.

For the living cats, StarClan's territory appears as a large, cloudy-looking swath of stars, which has been confirmed to be the Milky Way. Clan cats believe that, upon dying and joining StarClan, a new star appears in Silverpelt. On the other hand, the stars are sometimes regarded as representing the living cats instead of the dead ones.

When the Clans travel to a new territory, StarClan follows them in the sky so they can continue watching over them. When SkyClan moved to a new territory, their ancestors separated from StarClan and left with them. When the remaining four Clans left the forest and went to live by the lake, StarClan traveled along with them through unknown sky paths.

Fourtrees:

The sacred places of the Clans exist in both the waking world and StarClan's hunting grounds. Fourtrees is one of these locations. Fourtrees is the most commonly seen landmark in the cats dreams when visiting StarClan (such as a cat during his or her leadership ceremony). Even though it was destroyed by Twolegs, Fourtrees still exists in StarClan, as it will always be remembered by the cats.

Warm-Rocks:

Warm-Rocks is a place in StarClan territory that was mentioned in

Fading Echoes, when Silverstream was looking for her daughter, Feathertail. It is not described in detail, however, the name suggests that it is a relaxing spot, similar to Sunningrocks in the old forest.

The Dark Forest (Place of No Stars)

[image]

Habitat
Dark Forest

The Place of No Stars (informally known as the Dark Forest) is the opposite of StarClan's hunting grounds. It is a place where cats that have committed great crimes against their Clans and against the Warrior Code go when they die. However, cats who commit crimes but believe they are following the Warrior Code by doing them can usually join the ranks of StarClan instead, like Mudclaw or Ashfur.

Description

There is no prey and cats can feel no hunger. Instead of walking the skies with friends and family, like in StarClan, cats here are banished to walk through the forest in solitude, though Tigerstar seems to have found a way to overcome this. Much like in StarClan, cats of the Place of No Stars who are forgotten by all living cats fade away to little more than ghostlike spirits, who haunt the Dark Forest.

Several cats can walk in the dreams of living cats. Usually in the dream, the cat finds him or herself in the Dark Forest, with the deceased cat(s) (Although this is not always the case, as with Hawkfrost visiting Ivypaw in a field she dreamed of). There seems to be no limitations on who the Dark Forest cats can visit, although if a cat consciously decides that they don't want to be visited any more, it seems to prevent it from happening again. Upon waking up from the dream, they will retain all characteristics acquired (for example, if they get wounded in the Dark Forest, they will have the same wound in reality as well. This also applies to fatigue, and skills practiced in the dream).

StarClan cats are able to pass into the Place of No Stars if they need

to, but by doing so, they risk the chance of becoming lost and never finding their way out again. From StarClan, there is a barrier of sorts consisting of a great cloud of mist, that eventually leads to the Dark Forest. Living cats are able to visit the Dark Forest when guided by a StarClan cat, although on one occasion Leafpool was able to see it without any StarClan cat with her.

Territory

The Dark Forest is a dark, shadowy forest with lots of tall, dank, gray trees. It is mentioned to be a dull, vast empty place—the complete opposite of StarClan's hunting grounds, which are warm and sunny. The air is cold, thick, foggy and damp and it has an echoing silence. The Dark Forest also has a black and starless sky, and the trees are so tall, you can't see anything above them, allowing no light whatsoever to reach it. Mist is mentioned to wreathe the thick, sticky, bare forest floor. It has a sluggish river, its waters dark and lifeless with no stepping stones or fallen trees to be used to cross it, and around the river is sucking mud. Fungus sickly glows on trees, and there is no grass.

The border between the Dark Forest and StarClan is a white, eerie light. Here the grass is thin, and it eventually disappears altogether. At this point the air becomes so foggy, that any cat there finds themselves having trouble breathing.

Known Residents:

The spirits of the following cats are confirmed to reside in the Place of No Stars.

ThunderClan

- Darkstripe
- Mapleshade
- Thistleclaw

ShadowClan

- Brokenstar
- Clawface

• Tigerstar
• Redwillow

RiverClan

• Hawkfrost

WindClan

• Antpelt

Rogues

• Bee
• Beetle
• One Eye
• Slash

Cats of Unknown Origins or Clans

• Maggottail
• Shredtail
• Silverhawk
• Snowtuft
• Sparrowfeather

Known Trainees:

ThunderClan

• Ivypool
• Mousewhisker
• Blossomfall
• Thornclaw
• Birchfall
• Brambleclaw
• Thistleclaw
• Lionblaze

ShadowClan

• Ratscar

• Redwillow
• Tigerheart
• Applefur

RiverClan

• Beetlewhisker
• Hollowflight
• Minnowtail
• Icewing
• Crookedjaw
• Hawkfrost

WindClan

• Breezepelt
• Sunstrike
• Antpelt
• Furzepelt
• Larkwing
• Harespring

The Place of No Stars likely hosts more spirits, but only the presence of the aforementioned ones was confirmed in the books.

The Tribe of Rushing Water

[image]

Clan Information:

Founder: Jay's Wing
Current Leader: Teller of the Pointed Stones

Unique Skills:

Hunting
Fighting
Mountain cats

The Tribe of Rushing Water is like a Clan that lives in a mountainous area, most notably the "Cave of Rushing Water," a large cave hidden behind a rushing waterfall. Their beliefs are similar to the beliefs of the Forest and Lake Clans, but are not exactly alike. They believe in an afterlife much like Clan cats, although it is in a different area of the sky from StarClan and is called the "Tribe of Endless Hunting."nThey only eat one meal a day.

Description:

The Tribe of Rushing Water is a group of mountain cats. Tribe Cats are mostly smaller and leaner than Clan cats, and smear their fur with mud to camouflage with the rocks. It also helps them to keep warm at higher altitudes, and can be a coating. Their camp is located at the end of a rocky path that leads behind the waterfall, screening them from the outside. The cave, which burrows under the mountain, is as wide as the waterfall, and has narrow passages that lead off on either side. One passage goes to the Cave of the Pointed Stones, and the other goes to the nursery. On either side of the cave floor, there are indents, padded with eagle or heron feathers, that the Tribe cats sleep in. The herbs and healing techniques that the healer uses are different than that of the Clans.

Territory:

It should be noted that the Tribe had no scent markers bordering their territory, because no other cat would want their hunting grounds, as they used to own all the land on the mountains. However, in *Outcast*, intruders started to trespass on their territories, and this rule was changed.

The Tree Rock:

The Tree Rock is a tree that juts out over big rocks. The roots of the tree are like giant claws. In *Dawn*, Talon finds the Clan cats under the Tree Rock for shelter. It is also a place where queens are known to give birth. Some mothers used to protect their young in this claw-shaped rock from Sharptooth, a mountain cat that preys on the many cats of the Tribe. The rock was carved from wind and water that flowed through the area. The tree has apparently been there for decades and will hopefully remain longer.

Cave of Rushing Water:

The Cave of Rushing Water is the cave in which the Tribe of Rushing Water lives. It is behind a waterfall. Within this cave is a tunnel that leads to the Cave of Pointed Stones. The cave has enough space for the Tribe to sleep, along with the four Clans, as seen in *Dawn* on the great journey. There are two separate smaller caves in which the kit-mothers and to-bes shelter and sleep in. The leader of the Tribe of Rushing Water very rarely leaves this cave.

Cave of the Pointed Stones:

The Cave of the Pointed Stones is where the healer of the Tribe of Rushing Water, Teller of the Pointed Stones, communicates with their warrior ancestors, The Tribe of Endless Hunting. Upon entering the Cave of Rushing Water, one of two paths on either side of the cave leads to the Cave of the Pointed Stones. In this cave there are many "pointed stones" on the floor and ceiling. There also are many puddles of water, along with one big puddle, behind which the healer sits. This is where he communicates with the Tribe of Endless Hunting. The Cave of Pointed Stones is similar to the Moonstone and the Moonpool, or the leader's den being a location

where one could talk to their ancestors and sleep.

Camp:

The Tribe of Rushing Water shelter in the Cave of Rushing Water, a large cave behind a waterfall. Kit-mothers and to-bes rest in separate nooks, while the cave-guards, prey-hunters, and elders sleep in the main cave. Within the cave is a tunnel that leads to the Cave of Pointed Stones, where the Healer communicates with the Tribe ancestors and sleeps.

General Tribe Information

[image]

The Tribe of Rushing Water is a group of cats that live in the mountains past Highstones. They are almost the same thing as a Clan, but have different positions and terms. They also have a different tradition of how they receive their names. They have a custom of "sharing prey," where they take a bite of their prey, and then give it to another Tribe cat.

TRIVBE HIERARCHY

Cats of the Tribe are divided into several categories: To-bes, cave-guards, prey-hunters, kit-mothers, kits, elders, and the Healer. Also, whenever the Healer feels it's needed, he/she will pick a Healer to-be that will take their place once they pass. Cats can also stay with the Tribe for a while, and then leave (an example being the six cats who traveled to the sun-drown place).

Healer

The Tribe's Healer is basically the same thing as a Clan's medicine cat and leader put together. Not only does the healer lead the Tribe, they also use healing herbs to cure wounds and sickness. The Healer receives signs from their warrior ancestors in the Cave of Pointed Stones. They interpret the signs of rock, leaf, and water to read messages from the Tribe of Endless Hunting. Unlike Clan cats, Healers do not dream. The Healer also almost never leaves the cave, because unlike leaders they do not have nine lives and it's easier for them to be killed. The only times they come out of the cave is for to-be ceremonies and such. Every Healer changes their name to Teller of the Pointed Stones, or Stoneteller, once they become the Tribe's official Healer. The new Healer is appointed by the previous Healer.

Prey-Hunter

Prey-hunters are the lithe, quick cats of the Tribe who can jump high to catch mountain birds such as eagles or hawks to feed to their tribemates. Prey-hunters are tribe cats whose only duties are to catch prey for the tribe. They are the hunters of the Tribe, using stealth and surprise along with camouflage to catch their food. It is their responsibility to feed the Tribe and catch their prey, especially for the nursing cats, and the young and old. They depend on speed, for there are not many places to hide in the almost-bare surroundings, like WindClan. Normally prey-hunters hunt in teams to help catch prey. Prey-hunters often coat themselves with mud; this disguises them, covers their scent, and protects against the wind. A group of cave-guards accompany them to spot trouble. Prey-hunters are chosen from birth for their lithe and agile build.

Cave-Guard

Cave-guards are thick, strong, and lean cats that protect and guard the entrance of the tribe's cave. They are the main fighting force of the Tribe and have the responsibility of defending the cave from predators such as big birds. Watching the skies to protect the prey-hunters from hawks and eagles while they hunt is another one of their responsibilities. They are also the most experienced with fighting. To hide their scent and blend in with the rocky scenery, they often coat themselves with mud. These cats are chosen from birth for their muscular and stocky build.

To-Be

The equivalent of an apprentice, to-bes are young cats in training. To-bes are trained in either prey-hunting or cave-guarding. They train with their mentors and learn the skills of what they have to learn. When they are finished training, they are made into either prey-hunters or cave-guards by the Tribe Healer. Tribe cats believe that they are born into their duty, though they can change positions. Unlike Clan apprentices, to-bes start training at the age of eight moons. The Stoneteller will receive a message from The Tribe of Endless Hunting when it is time to choose his own to-be. Once this happens, they can become something else, but as noted by Brook in The Sight to Hollypaw, most do not.

Kit-Mother

As their name suggests, kit-mothers are she-cats who are about to have or are nursing kits, the equivalent of queens. A prey-hunter or a cave-guard becomes a kit-mother when they become heavily pregnant and they can't continue with their duties. When they have their kits, they remain kit-mothers for a time to nurse them. They are the equivalent of a Clan queen. An ancient tradition is that the queens name their kits after what they see when their kits are first born.

Elder

Elders are the oldest and weakest cats in the Tribe. Elders are retired cats that have stopped doing their Prey-Hunter or Cave-Guard duties. They are often consulted in difficult times. The elders of the Tribe have a very similar role to the elders of the Clans. They are fed by the Prey-Hunters and are protected by the Cave-Guards.

Kit

Kits are young cats that are not yet to-bes; the same as Clan kits. They are too young to do to-be duties, so they stay in the nursery with their mother. Kits stay a kit for 8 moons. At their birth, it is foretold by the Tribe healer if they will become a prey-hunter, a cave-guard or the next Teller of the Pointed Stones. Kits that seem fast and lithe are prey-hunters; kits that look strong will be cave-guards. They can be to-bes when they are eight moons old.

HUNTING TECHNIQUES

Tribe cats have their own special way of hunting. Prey-Hunters find some prey (i.e. a mouse), sit in a hiding place, and wait until they see an eagle (or other bird of prey) attack the prey. They then jump onto and kill the eagle, thus delivering two pieces of prey for the Tribe. The six questing Clan cats learned this technique to some extent, most notably Stormfur.

NAMING TECHNIQUES

Kit-mothers name their kits after the first thing they see after the birth of their kits, for example, Brook Where Small Fish Swim, or Star That Shines On Water. In Cats of the Clans, Rock notes that he

finds this method strange, as he perceives that this way of naming kits would cause many kits to be named things like "Wall of Cave," or "Floor of Cave." Unlike the cats of the Clans, Tribe cats shorten their names to the first word in their name (e.g. Brook, Star). However, the ancient Tribe uses the same naming conventions as the Ancients. For Example: Bright Stream, Silver Frost, and Dewy Leaf. Tribe cats' names do not modify through their lives, except for the Healer, whose name is changed into Teller of the Pointed Stones (Stoneteller) upon appointment.

RELIGIOUS BELIEFS

The Tribe of Endless Hunting is comprised of the spirits of the ancestors of the Tribe of Rushing Water. They send warnings and signs to the Tribe Healer and will show them which to-be should train to become the next Healer. They are the equivalent of StarClan.

Tribe cats believe in an afterlife similar to the Clan cats. The ancestral spirits that make up the Tribe of Endless Hunting are similar to those that make up StarClan. However, they are born in the Tribe. The Tribe of Rushing Water contacts their ancestors every full moon in a ceremony called the Telling. This occurs in the Cave of Pointed Stones. Unlike the Moonpool, the Tribe of Endless Hunting contacts the living cats through omens and not dreams.

GENERAL TRIBE CAT TERMINOLOGY

Beetle-brain – Friendly insult; similar to mouse-brain.

Caught-prey – A dead prey animal caught for the purpose of consumption; similar to fresh-kill.

Time of Freed Water – The season of spring, known to the forest Clans as newleaf.

Time of Frozen Water – The season of winter, known to the forest Clans as leaf-bare.

Tribe of Endless Hunting – Similar to StarClan, these are the Tribe's ancestors.

Giving of close comfort – Act of cats grooming each other; similar to sharing tongues.

Camp Information

[image]

A camp is a site where a Clan makes its permanent home. It is where the cats sleep, meet, bring fresh-kill, get treated for injuries or illness, receive orders, share tongues, make reports to the Clan leader or deputy, and have ceremonies. Some cats, such as queens, kits, and elders stay in the camp, while the warriors, apprentices, deputy, and leader patrol the territory and hunt. Each Clan has one camp.

Location :

Each camp is situated on the Clan's own territory. The main criteria for choosing a site that is:

- Is difficult to attack, and easy to defend

- Is at a safe distance from Twolegs, Twoleg facilities, and other dangers

- Is large enough to accommodate all Clan cats

- Has a source of water in the camp or nearby.

- Has places for a warrior den, apprentice den, nursery, medicine cat den, elders den, and leader's den

Structure :

Most camps are surrounded by some means of natural protection (such as thickets, stone walls or water) that shelter them both from weather and enemy attacks. They usually have a single entrance, where only one cat can pass at a time (such as a tunnel under the thickets) along with one small entrance and exit to make dirt. In addition to the natural defense, warriors patrol and protect the camp day and night.

Main Clearing :

All camps contain a large, open area in their middle. Cats gather here to meet each other, sun themselves, share tongues and participate in Clan Meetings. The main clearing usually also contains:

- The fresh-kill pile, a spot where hunters drop the prey they caught and brought to the camp and where cats get their food from. Sometimes, if it has rained, they will store their prey in the ground to keep it dry.

- A vantage point from where the leader addresses the Clan during a meeting, such as a large rock or a branch of a tree.

Dens :

Dens are sheltered locations (such as thickets or caves) used by a cat or a group of cats to rest, sleep and recover. Beddings of moss, bracken, wool, and ferns are used to rest on. The dens are usually cleaned and tidied by the apprentices of the Clan. Most camps contain all (or several) of the following:

• Nursery - The den shared between the queens and kits, usually the safest and most protected.

• Apprentices' Den - The den shared between the apprentices.

• Warriors' Den - The den shared between the warriors and the deputy. Senior warriors usually sleep towards the center, where it is warmer, while younger cats sleep near the edge, where it is colder.

• Medicine Cat's Den - The den that belongs to the medicine cat and their apprentice, who store their herbs and other supplies here as well. Cats with severe injuries and illness also rest here until they recover and are able to return to their own dens.

• Elders' Den - The den shared between the elders, usually the second most protected.

• Leader's Den - The den where the Clan leader lives, usually the nicest den. He or she usually spends most of the day here in seclusion and undisturbed; however, they can be visited by other cats, or choose to spend the night with their mate.

Outer Facilities :

The following can be encountered in the vicinity of the camp:

• Burial Place - A location where dead Clanmates are buried.

• Dirtplace - A location where the cats make dirt, and dump inedible food (bones, feathers, crowfood).

Life in the Camp:

- At dawn, the deputy appoints the daily patrols.

- Border patrols leave at dawn and sunset.

- Several hunting patrols leave daily. Some Clans (like ShadowClan) prefer to hunt at night; the others generally hunt during daytime.

- Some warriors always remain in the camp to guard it in case of an attack.

- Mentors train their apprentices at a designated place (like the training hollow in ThunderClan), or take them on patrols.

- Apprentices do chores such as: tidying up dens, change used bedding, and tending to queens and elders. The elders usually tell them stories while they give them moss balls soaked in water, fresh kill, or get rid of their ticks and fleas. New medicine cat apprentices learn the different herbs while more experienced medicine cat apprentices help with minor sicknesses, kitting, and injuries.

- The medicine cat treats and tends to injured or ill cats, trains their apprentice if they have one, and leaves to gather herbs when supplies are running low.

- The leader oversees what happens in the Clan, consults with warriors, and calls a meeting if needed. (e.g. a kit becoming an apprentice).

- Cats who stay in the camp usually rest, sunbathe in the clearing, eat prey or share tongues. Cats are most active during the morning and late afternoon; they often rest during the night and at noon.

- At night, one or more warriors stay awake to guard the camp while the others sleep.

General Clan Information

[image]

Clan cats are divided into five Clans: ThunderClan, ShadowClan, RiverClan, WindClan, and SkyClan. Deceased cats who were believers in the religious structure and generally followed the warrior code join together as StarClan. If they made mistakes, but believed what they did was right, more likely than not they will join StarClan when they die. Cats that did not follow the warrior code do not join StarClan, but join a place called the Dark Forest (Place of No Stars). SkyClan was the fifth Clan, but they were forced to leave when their territory was destroyed (see below). BloodClan was not so much a Clan as a group of cats banded together for safety and strength in numbers. They had no belief in StarClan, did not follow the warrior code, and had no formal system of training.

The Clans

RiverClan

RiverClan is known for their skill at swimming. RiverClan cats are also known for their unique skill at scooping fish from the river. The very first leader was Riverstar, who was a loner that met the cats that came from the mountain. At the beginning of the Original Arc, RiverClan is led by Crookedstar. RiverClan is currently led by Mistystar with Reedwhisker as deputy.

ShadowClan

ShadowClan, the source of many of the darker cats seen in the series, is sometimes referred to as the "dark heart of the forest." ShadowClan cats are known for their ability to walk quietly and avoid detection. They're also known for their willingness to eat frogs, toads, lizards, rats, and crowfood- foods most Clan cats turn their noses up at. Their first leader was Shadowstar. She was one of the cats to make the journey from the mountain to the forest, and she lead the traveling group at one point in time. At the beginning of the series, ShadowClan was led by Brokenstar,[8] though it is

currently led by Rowanstar, with Crowfrost as deputy.

ThunderClan

ThunderClan is heavily featured in the books, being the Clan of origin for many of the protagonists of the arcs. ThunderClan cats are known for their skill at stalking prey through forest and undergrowth. The very first leader was Thunderstar, who was the son of the first SkyClan leader, Skystar. He was born in a monster den to a she-cat named Storm, when the monster den collapsed. She had left Skystar's forest after he was overly protective. Thunder was her only surviving kit. ThunderClan was led by Bluestar in the beginning of the series, and is currently led by Bramblestar with Squirrelflight as deputy.

WindClan

WindClan, who lived closest to the Moonstone, are cats well versed in Twoleg culture (due to the farm they lived so close to). WindClan Cats are known for their swift paws, which lend ease to catching prey such as rabbits on the open moors of their territory. Their very first leader was Windstar, who was also known as Wind Runner. She and her mate, Gorsestar joined the Early Settlers. Before Windstar became the leader of WindClan, Gray Wing and Shadowstar held the leadership. WindClan's leader in the beginning of the series was Tallstar, and is now currently led by Onestar, with Harespring as his deputy.

SkyClan

SkyClan was the fifth Clan of the Forest, and they were introduced in Firestar's Quest. They had to leave the Forest a long time ago when their territory was destroyed, which severed their ties with the other Clans. They were known for their ability to jump considerable heights, and they have hard gray pads that help them walk long distances on rough surfaces. Their first leader was Skystar. When the mountain cats arrived at the forest, Clear Sky established a group. He and his group soon became known as the most ruthless, strong, and well-fed cats in the forest. He is also the brother of Gray Wing, and the father of Thunderstar. SkyClan is currently led by Leafstar, with Sharpclaw as her deputy.

BloodClan

BloodClan is an unofficial Clan. Its only known members are Scourge, Ice, Snake, Bone, Jaggedtooth, and Brick. Boulder, Snipe, Barley, Russetfur, and Violet were known members but left BloodClan. The Clan laws differ compared to the official Clans. They do not believe in StarClan. BloodClan does not care for the sick, weak, or elderly and instead throws them out on the borders and makes them fend for themselves. They eat anything they find. The last known leaders were Ice and Snake.

Clan Hierarchy

Each Clan (excluding BloodClan and StarClan) shares the same basic ranking system, consisting of nine distinct ranks.

Leader

A Clan leader is charged with the responsibility to watch over and manage an entire Clan, maintaining discipline, order, and protection. Leaders are normally granted nine lives and a new name with the ending "-star" (e.g. Firestar, Bluestar) in a ceremony where nine StarClan cats come to them in a dream at the Moonstone/ Moonpool. However, a leader may not receive all nine lives if the previous leader of his or her Clan is still alive; in this instance, a leader will have a life taken off the original total of nine for every life the previous leader still possesses (e.g. Sunstar). Sometimes StarClan will not accept a leader (e.g. Nightstar), if this happens then the Clan is usually thrown into turmoil.

Deputy

The deputy is the second-in-command to the leader, and may be considered an apprentice to the art of leading the Clan. They serve in the leader's place in situations where the leader is unable to fulfill their duties. They are in charge of organizing patrols and they are often called on by the leader for advice, but other than that, they retain the normal duties of a warrior.

To become a deputy, a cat must have trained at least one apprentice. However, in the New Prophecy Arc, Brambleclaw

became deputy of ThunderClan without an apprentice, but he was granted the promise to train one.

Upon the leader's death, they become the leader and go to the Moonstone or the Moonpool, so StarClan can grant them nine lives. Deputies may also retire and give up their place as deputy if they wish (for example, Tawnyspots).

Medicine Cat

The medicine cat serves the Clan as both their spiritual leader and healer, making them akin to the idea of a 'medicine man' in a tribal society.In addition to their responsibilities to their Clan, they have responsibility to one another and StarClan. They carry out their responsibilities to StarClan once every half-moon, meeting together to discuss matters privately and share dreams with StarClan. Clan leaders often rely on them to carry messages from StarClan, as medicine cats have a link no other cat has to the deceased.

As a healer, they gather herbs and dispense them as an apothecary would. They handle diagnosis and treatment of both illness and injury for all the cats in the Clan.

In their role as spiritual leader, they teach the code, interpret omen and prophecy, and generally serve the Clan as a conduit between the earthly cats and their ghostly counterparts.

As a medicine cat, they are not allowed to have a mate or kits, but this rule has been broken by certain medicine cats (For example, Leafpool or Yellowfang). Medicine cats also exist outside of typical Clan rivalries in order to treat all cats fairly.

Medicine Cat Apprentice

A medicine cat apprentice is the cat that is being trained to follow in the pawsteps of the medicine cat. They learn healing and spiritual lore from the medicine cat. Medicine cat apprentices also accompany their mentors in their visit to the Moonstone/Moonpool every half-moon to receive dreams from StarClan.

Frequently, a medicine cat apprentice who has full training will be

given a warrior name ("-paw" replaced with another ending); however, medicine cat apprentices remain apprentices even when fully trained so long as the current medicine cat is still practicing the arts.

At the time the old medicine cat either dies or steps down, the medicine cat apprentice becomes a full medicine cat, somewhat like the leader/deputy relationship. In the exception with Alderpaw, Leafpool, Jayfeather, or Willowshine and Mothwing. When the apprentice becomes the full medicine cat then she/he can have an apprentice of their own.

Warrior

A warrior is a cat trained in the arts of fighting and hunting. Warriors make up the bulk of a Clan, and provide that Clan with the protection and food supply that keeps it safe and well-fed. Typically, a cat is made a warrior at or over the age of twelve moons. In their oath to become a warrior, they promise to "uphold the warrior code and protect and defend their Clan, even at the cost of their life."

Warrior dens are very often near the front of the Clan, where they can protect the rest of their Clan from attacks.

There are also senior warriors — older, highly respected warriors, typically mentioned to have a good bond with the Clan's leader (e.g. Whitestorm to Firestar).

Queen

A queen is a she-cat nursing or expecting kits. Their primary task during this time is the raising of their kits.

Some queens stay in the nursery after they have kits (e.g. Daisy, Goldenflower, and Ferncloud). They are thought to do this because they feel they can help the nursing queens. Some queens, such as Daisy, do not feel suited for Clan life aside from helping the other queens. They most often help other queens when no milk is available, or when the mother is ill or deceased (e.g. Squirrelflight to Leafpool)

Kits are protected from attacks and the nursery is often situated at the back of the camp, away from the entrance.

Elder

An elder is a retired warrior, deputy, queen, medicine cat, or leader who is too old or not in suitable shape to continue with their duties. Elders are taken care of by the whole Clan, and are given respect for the time they have served as part of the clan. They are responsible for taking the body of a dead cat out to be buried.

Some cats don't become an elder only because of old age; if there is ever a condition which prevents the cat from fulfilling their duties to their Clan, it usually leads to the cat's decision of retiring (e.g. Longtail, Heavystep) Apprentice

An apprentice is a cat in training to become a warrior. Their names end in the word "-paw" (e.g. Tawnypaw, Bramblepaw, Firepaw, etc) to signify the "path their paws are now on." One exception to this is Boulder who opted to keep his loner name upon joining ShadowClan, and becoming an apprentice, and Egg, who kept his name upon joining SkyClan, becoming Sharpclaw's apprentice. Most usually are at or over the age of six moons. They have a mentor appointed to them at their ceremony and most days are taken out battle training or hunting. They are also given the task of cleaning out bedding and removing Elders' ticks and fleas. Apprentices are not allowed to have a mate or kits, likely because of their young age or not to interrupt their training.

Kit

A kit is a cat who has not been made an apprentice yet. Their names always end in "-kit" (e.g. Dovekit, Lionkit, Blossomkit. Most often, they are under the age of six moons, though sometimes they are held back from being an apprentice for a certain amount of time, sometimes due to injury or misbehaving. (Crookedkit, Deadpaw)

They stay in the camp and are forbidden to leave it, unless accompanied by an older cat, such as a warrior, a medicine cat, or any kind of apprentice.

Patrols

[image]

Patrols are organized groups, usually consisting of three or more warriors and often their apprentices (if any of the warriors happen to have one) monitoring a specific area or to carry out a specific task, such as hunting or scouting.

Border Patrol

All Clans are expected to check and mark their boundaries daily, challenging all trespassers, as decreed by the Warrior Code. This is done by border patrols. Usually, Clans patrol their borders two times a day: at dawn and at sunset, unless more are needed due to danger or threats such as rogues, foxes, or badgers.

The Clan deputy assigns warriors to lead border patrols, and the patrol leaders choose which cats they wish to take with them. Upon returning to the camp, the patrol leaders report to the Clan deputy, who, in turn, reports to the Clan leader.

Hunting Patrol

Hunting patrols are groups of cats who hunt for prey to bring back to the camp for their Clan to eat. Several hunting parties are organized each day. Deputies ensure that hunting patrols have been organized and are out and about in order for the Clan to eat, but these patrols are not always appointed by the deputy, and do not take place at a specific time; any warrior can go on a hunting patrol at any time of the day, or even hunt by themselves. Cats are not allowed to eat while on a hunting patrol (unlike those who are on a border patrol).

Other Patrols

Search Patrol

Warriors can be assigned the task to find a missing cat (for instance,

a kit or apprentice who wandered away from the camp, like Squirrelpaw in Midnight or Berrykit in Sunset) or to look for information (such as searching for Sol in Sunrise).

Message Patrol

If a message or question to another Clan is too urgent to wait until the next Gathering, a party can be appointed to bring it to the other Clan's leader. Usually only a few warriors are sent, so they would not be mistaken for a raiding party. They wait at the border until a border patrol from the rival Clan comes to escort them to the camp to speak with their leader.

Water Patrol

Water patrols are made up of warriors who carry water to the cats staying in the camp (such as queens and elders) during a drought, when the water needs to be fetched from a large distance away. They use bundles of moss to carry it. The concept appeared in Rising Storm and also in The Fourth Apprentice.

Vigil

[image]

A vigil is when a cat chooses to stay awake for the night, this being required by a ceremony or tradition (as opposed to staying awake for guard duty).

Warrior Ceremony

Newly appointed warriors are required to stay awake for the entire night after they received their warrior name, as decreed by the Warrior Code. They guard the camp in silence, while the other Clan members have a good rest.

In some cases, this rule cannot be adhered to, and the warrior receives another task. For example, when Squirrelflight becomes a warrior, there is no Clan camp to guard, so she receives the task to explore the lake with other warriors instead of the vigil.

Example

Into the Wild

After Firepaw and Graypaw fight in the battle against ShadowClan to get their kits back, Whitestorm tells Bluestar that they fought like warriors, and they receive their warrior names, Fireheart and Graystripe.

As he starts his vigil, he notices Tigerclaw's eyes shining back at him. He then reveals silently that he had made an enemy out of the Clan deputy, as Tigerclaw did the same for him.

Vigil for the Dead

If a Clan cat dies, their body is taken to the center of the camp, and several of their Clanmates, usually the cat's family members, close friends, and mentor/apprentice sit vigil for them through the night, sharing tongues for the last time before the elders bury the cat in

the morning.

There can also be vigils for cats without bodies and suspected dead, like ThunderClan did when they suspected that Graystripe died or when Ravenpaw supposedly died. There is no burial, but the cats still sit vigil.

Outside of the Clans, some cats have been noted to sit vigils for the deceased out of superstition, believing that those that fall asleep in lieu of sitting vigil will be the next to die.

Example

Into the Wild

When Redtail dies, many cats of ThunderClan sit vigil for him, such as Bluestar and Dustpaw. Bluestar shares tongues with him for the last time, and tells the Clan about his life.

He is buried in the morning by the Clan elders, Halftail, One-eye, Dappletail, Smallear, and Rosetail.

Kittypet

[image]

A kittypet is the Clan cats' word for domestic cats that live with Twolegs, who keep and care for them.

Description

Kittypets are looked after and pampered by Twolegs. They are plump, sometimes fat, and well-fed because Twolegs feed them several times daily with dry, tasteless pellets that look like rabbit droppings and soft slop, according to Clan cats. They are soft-muscled and know very little about the arts of fighting and hunting (with notable exceptions). At a certain age, they are taken to be neutered or spayed by the veterinarian, who is otherwise known to the Clan cats as the Cutter. After this visit, they usually become lazy and have no desire to do much.

The life of a kittypet is scorned by Clan cats, and it is against the Warrior Code for a warrior to become a kittypet, as the code says to reject the soft life of one.

Relation to Clan Cats

Clan cats consider kittypets to be living in disgrace, taking food from Twolegs and living in a false comfort beyond the reach of StarClan. Kittypets are commonly considered "soft" and the term "kittypet" can be used as an insult such as, "You hunt like a kittypet," or "You fight like a kittypet," meaning that they cannot hunt or fight very well. Some forest cats believe that not only are kittypets inferior, they are treacherous and untrustworthy as well. One example of this is Longtail's quote which was said in Forest of Secrets when he heard that Fireheart and Graystripe were bringing food to RiverClan: "Traitors! Just what I would expect from a kittypet?" Most Clan cats use the familiar saying, "Once a kittypet, always a kittypet!"

Many Clan-born cats do not trust cats of kittypet blood, such as

Cloudtail, Firestar, Millie, Daisy, Berrynose, etc.

SPOILER ALERT

Canon Kittypets

In the Super Edition Arc

Algernon and Bess: Part of a group of rogues that join WindClan every greenleaf. Are former kittypets.

Hal: A dark brown tabby tom who lived in Twolegplace. Seen only in Yellowfang's Secret.

Pixie: A fluffy white she-cat. She later becomes a loner in the time between her last appearance in Yellowfang's Secret and her first appearance in Tallstar's Revenge.

Red: A dark ginger tabby she-cat who lived in Twolegplace, but later joined ShadowClan as Russetfur.

Marmalade: A large ginger tom. He later becomes a loner in the time between his last appearance in Yellowfang's Secret and his first appearance in Tallstar's Revenge.

Jay: A very old black and white she-cat. She later becomes a loner in the time between her last appearance in Yellowfang's Secret and her first appearance in Tallstar's Revenge.

Jake: A ginger tom who lived near ThunderClan's old border. He's seen in Bluestar's Prophecy, first talking to Bluepaw, then Pinestar. He is Firestar, Princess, Scourge, Ruby, and Socks' father. He is also seen in Tallstar's Revenge.

Pinestar: A former ThunderClan leader. He left to become a kittypet while on his last life.

Cherry and Boris: Unknowing descendants of SkyClan, joined the new SkyClan, later becoming Cherrytail and Sparrowpelt.

Echo: A kittypet who had dreams about SkyClan's ancestors but did not yet know about the Clan. Becomes SkyClan's medicine cat with

the new name Echosong.

Hutch: An unknowing descendant of SkyClan, who joined SkyClan but later went back to the kittypet life. He was known as Shortwhisker while in SkyClan.

Oscar: An unknowing descendant of SkyClan, who chooses not to live in SkyClan because he believes Clan ideas are stupid.

Bella: A she-cat who chose not to live in SkyClan.

Rose and Lily: Two Siamese cats who chose not to live in SkyClan.

Hattie: Firestar's former Twoleg's new cat. She shows Firestar around his old home.

Velvet: Former mate of Stick and mother of Red, seen in SkyClan's Destiny.

In the Dawn of the Clans Arc

Bumble: a kittypet who occasionally ventures out into the forest. She later becomes a loner after Tom began to attack her, and though she tries to join Tall Shadow's group, she is rejected because of her soft kittypet roots.

Turtle Tail: Originally part of the group of cats who left the mountains in search of a better life, who later decides to become a kittypet. She leaves the kittypet life after she is expecting Tom's kits.

Tom: A kittypet who was adopted by Turtle Tail's and Bumble's Twolegs. He is the father of the former's kits, and began attacking the latter after she left. He is hostile to every cat he meets and a mean bully.

Flower: A kittypet who is a good friend of River Ripple, and lives in Twolegplace. She is said to be frightened by strange cats.

In the The Prophecies Begin Arc

Rusty: Joined ThunderClan as Firepaw, and later became their

leader, Firestar.

Smudge: A friend of Rusty's, who lives on the edge of the forest. Calls the Clan cats "ruffians," and has no desire to leave his soft, comfortable life.

Princess: Sister of Firestar. Like Smudge, she has no desire to leave her comfortable life, but is very interested in learning about it. She is the mother of Cloudtail.

Cloudtail: Joined ThunderClan as a young kit. He took kittypet food from Twolegs in Rising Storm and was taken by them, but with help from Fireheart, he was rescued and returned to Clan life.

Henry: Old tabby that lives near Smudge and Rusty. He told Smudge stories of the forest and of the warriors, which described as "huge wild cats that eat live rabbits for breakfast and sharpen their claws on old bones." These stories led Smudge to warn Rusty before he entered the forest. Rusty thinks that Henry, since he went to the Cutter (the vet), is very lazy.

Scourge: He was born as a kittypet under the name of Tiny. He ran away from home and, after many moons, became the leader of BloodClan.

In the New Prophecy Arc

Purdy: An elderly kittypet who lives in a Twolegplace near the sun-drown-place. He helped the six questing cats find their way through a Twolegplace, and later joins ThunderClan as an elder.

Cody: A young kittypet who lives in Twolegplace. She befriended Leafpaw when they were captured by Twolegs, and looked after Birchkit when Ferncloud was weighed down by grief after losing Larchkit and Hollykit. She stayed with ThunderClan until they left for their new home.

Sasha: She used to be a kittypet before her owners died, then became a rogue and had Tigerstar's kits, Mothwing, Tadpole and Hawkfrost.

Jacques and Susan: A pair of aggressive kittypets who attacked

ThunderClan and ShadowClan cats, severely wounding Talonpaw, who later died. The two Clans took their revenge by ambushing them and warning them not to hurt any more cats, or they would regret it.

In the Power of Three Arc

Jingo: A former kittypet who now resides in the old Twoleg nest with the other cats who used to be led by Sol and now leads the others. She is now a loner.

Hussar: A former kittypet who now resides in the old Twoleg nest with the other cats who used to be led by Sol and now led by Jingo. He is now a loner.

In the Omen of the Stars Arc

Snowdrop: A kittypet she-cat who helps the Clan cats dismantle the beaver's dam.

Jigsaw: A kittypet tom who helps the Clan cats dismantle the beaver's dam.

Seville: A kittypet tom who helps the Clan cats dismantle the beaver's dam.

In the A Vision of Shadows Arc

Bob: A kittypet tom who helps Needlepaw and Alderpaw on their journey.

In the Manga Arcs

Graystripe: When taken away from ThunderClan he is forced to be a kittypet, but returns to ThunderClan in The Sight with Millie.

Millie: Kittypet mate of Graystripe, joins ThunderClan with Graystripe in The Sight.

Duke: Brutal kittypet who beats up other cats.

Ruby and Socks: Tiny's siblings, abandoned by their Twolegs.

Quince: Mother of Tiny (Scourge), Ruby, and Socks. She is still a kittypet, but is very old.

Shnuky: A kittypet who is also Sasha's friend, and lives next door to Sasha's owners' old house.

Patch: A kit found floating down the river in a bag by the captain and Sasha. He and the captain quickly form a bond.

Harry: Former kittypet, joins SkyClan and reveals his name as Sol. Currently a rogue.

In the Novellas

Myler: A black-and-white cat who acts as a companion to Mapleshade during the final moments of life.

Violet: The sister of Barley. She is also the mother of Riley, Bella, Patch, and Lulu.

Riley: The son of Violet. He, along with his sister, Bella, leave with Ravenpaw to join SkyClan.

Bella: The daughter of Violet. She, along with her brother, Riley, leave with Ravenpaw to join SkyClan.

Lulu: The daughter of Violet. She later leaves her family and has Twolegs of her own.

Patch: The son of Violet. He later leaves his family and has Twolegs of his own.

Madric: He is an antagonistic kittypet who acts hostile towards Ravenpaw and Barley, and accuses them of trespassing.

Pasha: He is one of the kittypets tormenting SkyClan.

Rogue

[image]

In the Clans' point of view, rogues are usually depicted and thought of as being selfish and aggressive. They do not respect the warrior code or the cats who follow it, unlike loners. Cats who are banished from their Clan usually live as rogues. They occasionally trespass on Clan territory to steal prey, but if a patrol finds them, they will chase him or her back over the border. Even when they live in a band, they aren't afraid to turn on each other. They are very violent and are known to not have any qualms about attacking elderly and very young cats. They sometimes kill without having a good reason. Rogues have also abandoned their kits in the past.

Sometimes a group of rogues may raid a Clan, such as when Tigerclaw led a group of exiled cats and had them attack the ThunderClan camp, or when a group of rogues attacked the Tribe of Rushing Water.

SPOILER ALERT

Canon Rogues

In The Super Edition Arc

Tallstar's Revenge

Algernon, **Bess**, **Reena**, **Mole**, **Wee Hen**, and **Sparrow**, a group of rogues who come to live with WindClan during each greenleaf.

Crookedstar's Promise

Mapleshade, a Place of No Stars rogue who made Crookedkit make and keep a promise.

Silverhawk, a Dark Forest rogue who trains Thistleclaw.

Firestar's Quest

Stick, **Cora**, **Coal**, and **Shorty**, a group of rogues Firestar met, who temporarily became warriors of SkyClan in SkyClan's Destiny.

Snowy, a cat Firestar meets while looking for a lost Sandstorm.

Clover, a rogue who joined SkyClan and takes the name Clovertail.

Skywatcher, the last survivor of Ancient SkyClan, he helps educate Firestar and Sandstorm about SkyClan.

Lowbranch and **Twig**, the family members of Skywatcher.

Tangle, an old rogue who later joins SkyClan as an elder.

Leaf, a rogue who joined SkyClan as a warrior named Leafdapple. After Firestar and Sandstorm left SkyClan she became the leader and is the current leader of SkyClan named Leafstar.

Scratch, a rogue who showed Firestar and Sandstorm where to meet other rogues. Current deputy of SkyClan. Currently known as Sharpclaw.

Patch, a rogue who joined SkyClan as a warrior and is currently known as Patchfoot.

Scree, an old tom that lived by a dead willow tree.

Lichen, a rogue who comes to the first SkyClan meeting in the gorge, but chooses not to join SkyClan. She later changes her mind and joins as an elder, taking the name Lichenfur.

SkyClan's Destiny

Dodge, the leader of Stick's rival group of rogues.

Percy, a rogue who lives near the Twolegplace outside of SkyClan territory, one of the rogues who did not join Dodge's gang.

Skipper, **Harley**, **Onion**, and **Misha**, rogues in Dodge's gang who participate in the battle after SkyClan and Stick's group of rogues attacks them.

Nutmeg, a queen in Dodge's gang.

Red, Stick's daughter, who joins Dodge's gang to be with Harley, her mate.

Shrewtooth, a jumpy rogue that joins SkyClan and takes the name Shrewtooth, becoming a warrior.

Swallowflight, a former member of ancient SkyClan, who turned into a rogue when the Clan couldn't survive in the gorge any longer.

In the Dawn of the Clans Arc

The Sun Trail

Petal and **Fox**, two siblings who join Clear Sky's group of cats, who left the mountains.

Frost, a tom who joins Clear Sky's group of rogues as a guard. He is later cast out of his group after receiving a burn from a forest fire, and is killed in the Great Battle.

Nightheart and **Leaf**, two rogues who attack Moon Shadow when he stalks a squirrel.

Storm, a rogue who first joins Clear Sky's group, then decides to leave it, and has his son, Thunder, and two unnamed kits.

Bright Stream, one of the cats who leaves the mountains, Clear Sky's first mate. She was taken away by a hawk.

Shaded Moss, the first leader of the cats who left the mountains. He dies when he gets hit by a Twoleg monster.

Clear Sky, **Quick Water**, **Falling Feather**, **Moon Shadow**, and **Jagged Peak**, five cats who leave the mountains decide to break off from the main group, and are led by Clear Sky. However, when Jagged Peak breaks his leg, he is banished from the group.

Dappled Pelt and **Cloud Spots**, two cats who left the mountains looking for a better life who later become Dapplepelt and Cloudspots, the first medicine cats of RiverClan and ThunderClan,

respectively.

Tall Shadow, the leader of the cats who left the mountains after Shaded Moss dies, who later becomes Shadowstar, the founder of ShadowClan.

Hawk Swoop, **Jackdaw's Cry**, **Rainswept Flower**, **Shattered Ice**, and **Gray Wing**, a group of the cats who left the mountains. Shattered Ice eventually starts WindClan's tunneling tradition, and Gray Wing become one of WindClan's leaders, named Graywing. Hawk Swoop is the mother of Jackdaw's Cry's kits, Acorn Fur and Lightning Tail, and becomes Thunder's foster mother. Rainswept Flower is the daughter of the cat who leads the rest of the group out of the mountains, Shaded Moss.

Turtle Tail, another cat who leaves the mountains in search of a new life, she later becomes a kittypet, only to return after revealed to be expecting Tom's kits, who are revealed to be Pebble Heart, Sparrow Fur, and Owl Eyes.

Gorse, Wind's mate, deputy, and successor. He and Wind often run into the cats from the mountains while hunting.

The Stranger, a rogue who encounters the group of cats who left the mountains, and explains to them about the cats who lived on the other side of Highstones.

Thunder Rising

Dew and **Thorn**, two rogues that live on the moor.

Fircone and **Nettle**, two rogues that join Clear Sky's group.

Misty, a rogue that is killed by Clear Sky as he tries to expand his territory. Her kits are Alder and Birch.

The First Battle

Swift, a rogue that knows of Tom. She lives in a meadow.

Snake, a rogue who eventually sides with Clear Sky, and kills Frost in the Great Battle.

A Forest Divided

Milkweed: Milkweed is a queen who suffers from starvation. She joined the group later.

Fern: Fern is a spy for Slash. She is currently a rogue.

Slash: Slash is a rogue who wants to find out about more about the moor cats. He kidnapped Star Flower, and wants prey from The Early Settlers in return.

Cricket: Cricket is a rogue and he is Slate's brother. He was murdered by a fox when he tried to protect his sister.

In the The Prophecies Begin Arc

Into the Wild

Yellowfang, after being exiled from ShadowClan, and before being accepted into ThunderClan.

Fire and Ice

Brokenstar, after being exiled from ShadowClan, and before becoming a ThunderClan prisoner. He becomes a Dark Forest warrior after his death.
Blackfoot, Boulder, and Russetfur, after joining Brokentail in his exile and before re-joining ShadowClan.

Clawface, a warrior of ShadowClan who joins Brokenstar in exile. He joins the Dark Forest warriors after he dies.

Forest of Secrets

Tigerclaw, after being exiled from ThunderClan, and before becoming the new leader of ShadowClan. After Scourge murders him, he becomes a Dark Forest rogue.

The Darkest Hour

Darkstripe, exiled from ThunderClan, joined Modern TigerClan, then became a rogue again. He joins the Dark Forest warriors in the

afterlife.

Scourge and **Bone** and **the rest of BloodClan**, a group of vicious cats who live in Twolegplace.

Barley, a former member of BloodClan, he is currently a loner who resides on a farm with Ravenpaw.

Jaggedtooth, one of Tigerstar's most trusted warriors, and a BloodClan member.

In the New Prophecy Arc

Moonrise

Bird, **Talon**, **Rock**, and **Jag**, members of the Tribe, who got exiled for failing to kill Sharptooth.

In the Power of Three Arc

Outcast

Stripes, the leader of the rogues who were stealing prey from the Tribe of Rushing Water in the mountains.

Flick, **Twist**, and **Flora**, some of the rogues who attacked the Tribe of Rushing Water with Stripes.

In the Omen of the Stars Arc

Fading Echoes

Shredtail, a Dark Forest Rogue who trains apprentices. In the battle between StarClan and the Place of No Stars, he fights Ratscar and is killed by Lionblaze.

Snowtuft, a Place of No Stars rogue, who is often seen in practice fights with the Dark Forest apprentices. He fights for the Dark Forest in the battle between the Dark Forest and StarClan.

Night Whispers

Sparrowfeather, a Dark Forest rogue, who eventually fights in the

battle between StarClan and the Dark Forest.

Thistleclaw, another Dark Forest rogue. He trains Dark Forest apprentices, and fights in the battle between StarClan and the Dark Forest.

Sign of the Moon

Antpelt, a warrior of WindClan who trains in the Dark Forest and is killed by Thistleclaw in a training session against Ivypool in the Place of No Stars. After his death, he joins the Dark Forest rogues.

The Forgotten Warrior

Maggottail, the oldest of the leaders of the Dark Forest rogues. He is seen inspecting Ivypool after she asks Brokenstar if she's ready to become a Dark Forest warrior.

The Last Hope

Redwillow, a Dark Forest trainee, who betrays his Clan for the Dark Forest rogues in the battle between StarClan and the Dark Forest.

Breezepelt, another Place of No Stars apprentice, who betrays his Clan for the Dark Forest.

In the Manga Arcs

Ravenpaw's Path Arc

Willie, **Minty**, **Tess**, **Snapper**, and **Pounce**, former members of BloodClan who occupy Ravenpaw and Barley's barn for some time. Snipe, formerly one of Scourge's closest guards in BloodClan.

Ravenpaw, a tom who was formerly a ThunderClan apprentice, he currently lives with Barley on a farm.

Tigerstar and Sasha Arc

Sasha, **Hawk**, and **Moth**, a she-cat and her kits living near Clan territory. Sasha temporarily joins RiverClan, and her kits join

permanently, eventually becoming Hawkfrost and Mothwing. In the afterlife Hawkfrost becomes a Dark Forest rogue.

Pine, a rogue that Sasha meets while in the forest, he helps her and provides her with a limited amount of company.

The Rise of Scourge

Bone, the former unofficial deputy of BloodClan.

Brick, a friend of Bone and a supporter of Scourge.

SkyClan and the Stranger Arc

Sol, a rogue who causes trouble to SkyClan, he eventually turns ShadowClan away from the warrior code for a while, and causes WindClan to attack ThunderClan in the tunnels.

In the Warriors Adventure Game

The Plaintive Howls

Burr, a cat who got stuck in a Twoleg cage. Clan cats help release him from the cage that trapped him.

In the Field Guide Arc

Secrets of the Clans

Thunder, **Wind**, **River**, and **Shadow**, the founders of the Clans.

Violet, **Ice**, and **Snake**, Barley's siblings, all were members of BloodClan.

Battles of the Clans

Nightwhisper, a rogue who invaded ThunderClan camp under Tigerstar's power, he then joins ShadowClan as a warrior.

In the Warriors App

Jessamy and **Flower**, Sharpclaw's mother and sister.

Loner

[image]

Loners often stake a claim on an area around Clan territory. These places are often near Twolegs, such as on farms, abandoned homes, barns, or any sheltered area. They tend to keep to themselves and stay off Clan territories, and are known more for their independence and friendliness.

Some Clan members find them untrustworthy, but others befriend loners on the off chance that they might be useful allies in the future. Even though most Clan members find them inferior to Clanborns, all Clan cats are descended from five loners: Thunder, Shadow, River, Wind, and Sky, who were the original leaders of the Clans.

Cats who are here that are also listed on rogues can be classified as both.

In the Books

Loners are less common than kittypets and rogues, but are less likely to experience violence from Clan cats than either of the other classifications.

SPOILER ALERT

Canon Loners in the Dawn of the Clans Arc

The Sun Trail

Storm: Storm is a loner whom Gray Wing fell in love with when he saw her. She wasn't too happy about the tribe cats moving to the mountains as they caused trouble. When Gray Wing introduces her to Clear Sky, she immediately falls in love with him and she chooses to live with him. However, she soon realizes that Clear Sky was up to no good with all the boundaries he created. Storm, disgusted with Clear Sky, chose to leave him and his group. She

made her home in an abandoned Twoleg nest, which gave her and her unborn kits shelter from the weather. Soon after she gives birth to those kits, however, the Twoleg nest collapses, killing Storm and all but one of her kits. The sole surviving kit is given the name Thunder, and is taken in by Gray Wing.

Thunder Rising

Bumble: Bumble is a former kittypet, who willingly left after Tom turned on her. However, she slowly starves, and is later attacked by an unknown creature, and dies from blood loss as a result of her multiple wounds. She was one of Turtle Tail's good friends.

Night: Night is a loner who lives in the forest with her brother. One day, when she finds Ripple in the river, she points him out, and the two talk. They agree to teach each other new hunting skills, and Night offers for her brother to come along on their planned hunt. The First Battle

Tansy, **Frog**, and **Willow**: Tansy is the mother of Frog and Willow, and the father of the kits is never shown. She lives on the moor with her kits, but eventually runs out of milk to give them. Once Wind finds her, she orders her kits to go hunt. Eventually, Wind saves her and her kits from a fire with Gorse.

The Blazing Star

River Ripple: River Ripple is a wise and knowledgeable cat who often converses with the other groups who have moved into the forest. He lives on his own little island, accompanied by Night. He was a former member of the group of cats living in the park, but after their disbanding, he has taken to living by the river.

A Forest Divided

Star Flower: Star Flower is a former rogue who at first resided with her father, One Eye. After he is killed, she feels lament for him and begs Thunder to let her grieve for him. Thunder feels that she is a traitor. When she returns in A Forest Divided, Thunder is furious and tells her to get out. However, Clear Sky allows her to join his group.

Path of Stars

Red Claw: Red Claw is one of Slash's former cats. He currently resides in SkyClan.

Blossom: Blossom is an early settler who was a former rogue. She joined the Clans.

Canon Loners in the Super Edition Arc

Crookedstar's Promise

Mitzi, **Fleck**, **Domino**, **Soot**, **Mist**, **Magpie**, and **Piper**: Mitzi is the mother of Soot, Mist, Magpie, and Piper. Fleck is her brother and Domino is her deceased kin. The kits' father is never mentioned or shown. This group of cats lives on a farm north of WindClan territory. Crookedkit joins them on his way to the Moonstone and stays with them for a time. He grows attached to them, but has to go back to his Clan. However, on a real trip to the Moonstone, he meets Soot again.

Mapleshade: ThunderClan had cast her away for taking a RiverClan mate. She tried to take her kits to RiverClan, but they drowned by falling in the river. The father blamed her, and they exiled her from RiverClan as well. In this period of time, she became a loner, and it is unknown how or where she spent the rest of her life. After dying, she became a warrior of the Dark Forest.

Firestar's Quest

Skywatcher: Skywatcher is an old cat, who, before Firestar is sent, is the last cat who knew about SkyClan. His grandmother is revealed to have been warrior of SkyClan. He is taught the secrets of SkyClan by his mentor, Pricklenose, a friend of Lowbranch, his mother. Eventually he starts to give up on SkyClan, thinking there is nothing that can bring it back, though he still holds vigil at the Skyrock. However, he helped Firestar rebuild the Clan when the time came. Twig is his brother. When they were young, a Twoleg left out kittypet food for them. Twig ate the Twoleg food and decided it was a lot easier than hunting, and left the loner life to become a kittypet and live with the Twolegs. Skywatcher claims

that he never saw his brother again.

Lichenfur: Lichen is a loner who is friends with Scratch. After Scratch and Firestar tell her about a meeting where cats could learn about Clan life, she agrees to go. Lichen goes to the meeting, but is too shy to join SkyClan. She refuses politely but firmly, and wishes them well saying that she doesn't feel comfortable around a large group of cats. However, about three moons after Firestar and Sandstorm left Lichenfur joins SkyClan and moves into the elders' den, making her no longer a loner.

SkyClan's Destiny

Egg: He is a loner scented hunting around SkyClan territory, and later the warriors find him. Leafstar notices his strong legs and haunches, and asks if he wants to join SkyClan, but he runs away. Later, he is spotted past the scent marks and confronted by Cherrytail. He tells the cats that he changed his mind and wishes to join the Clan. Leafstar accepts willingly.

Stick, **Coal**, **Cora**, and **Shorty**: They are rogues that live in Twolegplace. However, when other rogues threaten them, they band as loners and ask for help from SkyClan. After the rogues are defeated, they go back to being rogues.

Tallstar's Revenge

Jake: Jake is a kittypet but he travelled with Tallstar and they became loners. After Tallstar rejoined his Clan, Jake returns to his kittypet life, stating that he couldn't live as a Clan cat.

Tallstar: Tallstar was Talltail when he left his Clan. Before he left, he turned restless because he believed that his father, Sandgorse was murdered by Sparrow, a rogue. He became a loner and sought revenge. However, he soon realized that Sparrow really didn't kill Sandgorse, as Sandgorse saved him. Talltail returned to WindClan afterwards.

Canon Loners in the The Prophecies Begin Arc

Barley and **Ravenpaw**: Barley lives on a farm near the edge of

WindClan territory that Clan cats often pass by on their way to Highstones. After Tigerclaw begins accusing Ravenpaw of numerous crimes, his friends Firepaw and Graypaw take him there to hide and then later on live with Barley in the Twoleg barn, and then tell ThunderClan that he is dead, slain by a ShadowClan patrol. Barley and Ravenpaw help Fireheart and Graystripe as they work to return WindClan from exile during Fire and Ice. Ravenpaw gets interrogated at Oakheart's death and helps bring Cloudpaw back from the Twolegs. Ravenpaw also helps to negotiate peace between ThunderClan and WindClan during A Dangerous Path. Both Ravenpaw and Barley end up fighting side-by-side with the Clans against BloodClan in The Darkest Hour.

Canon Loners in the New Prophecy Arc

Barley and **Ravenpaw**: Ravenpaw makes a brief appearance in Midnight, advising Brambleclaw, Feathertail, Tawnypelt, Crowpaw, Stormfur and Squirrelpaw to go to the sun-drown-place by confirming the existence of the dream-place in the real world. In Dawn, They allow the Clans to shelter in the old cow shed before they leave on the Great Journey, and Ravenpaw says his final sad goodbyes to his friends.

Purdy: Purdy used to be a kittypet who used to live with a Twoleg. When his Twoleg died, Purdy became a loner, though he continued to beg for food from Twolegs. He lead the six questing cats through the maze of a Twolegplace. He succeeds in getting them lost a few times, but eventually gets them to the sun-drown-place to see Midnight, a badger. It is presumed that he didn't know how he reached the sun-drown-place. When Midnight tells them to go through the mountains, he wants to stop them because he knows of the dangers they hold. At first, he threatens Midnight, but the warriors stop him. He then watches the cats leave.

Smoky, **Daisy**, **Floss**, **Berry**, **Mouse**, and **Hazel**: In Starlight, once the Clan cats reach the lake, they meet three loners called Smoky, Floss, and Daisy who live at Horseplace. They appear to want to have little to do with the Clan cats. After Firestar reassures him that the Clans would never harm kits, Smoky relaxes and introduces himself, Daisy, and Floss. In Twilight, Daisy and her newborn kits, Mouse, Berry, and Hazel, run away from the horseplace right after

the kits are born, so they would not get taken by Twolegs, or Nofurs, as they call them, like all of Floss's kits were. They are soon taken in by ThunderClan, with Daisy living in the nursery with the queens, and Berry, Mouse, and Hazel train as apprentices with the suffix -paw added to their names.

Twilight

Leafpool and **Crowfeather**: Leafpool and Crowfeather run away together to become loners as they feel their love for each other is more important than their Clans, though Leafpool despairs at leaving her sister, parents, and friends. While they are running away, they meet Midnight the badger, and she warns Leafpool and Crowfeather that her kin are planning an attack on ThunderClan for revenge after ThunderClan drove badgers off their territory. When they get back everyone is fighting against the badgers. Crowfeather ends his relationship with Leafpool, saying that her heart is with her Clan. Leafpool thinks that she loves Crowfeather more than he will ever know, but lets him go anyway, and they are initiated back into their own Clans.

Stormfur and **Brook**: A group of rogues invaded the Tribe of Rushing Water's hunting grounds. Stormfur creates a plan so the Tribe can defeat the rogues so Stormfur tries to train the Tribe to fight. He leads them into battle, but they are badly defeated, losing Jag and many other cats. Furious, Stoneteller blames and exiles Stormfur, telling him to never come back. Stormfur is angry at this, and retorts that Feathertail had died for the tribe. Brook decides to leave with him, and so they turn into loners to seek refuge at the Clans. They arrive during the badger attack, and become a part of ThunderClan.

Canon Loners in the Power of Three Arc

Purdy: In Outcast, Purdy leads the group of cats going to the Tribe of Rushing Water's mountain territory across the Twolegplace and to the edge of the forest by the mountains. He saves Breezepaw, Lionpaw, and Hollypaw from being killed by a pack of dogs. In thanks for that, Hollypaw gives him her food and removes his ticks with mouse bile. In Sunrise, he comes back with ThunderClan to live as an elder.

Sol: In Eclipse, a mysterious loner named Sol shows up and tells ThunderClan about a solar eclipse, which even StarClan had not known about. He talks to ThunderClan but moves on to ShadowClan to be "leader". Sol convinces Blackstar to let him into ShadowClan and tells all of ShadowClan to turn their backs on StarClan because they are just a bunch of dead cats. For a short time ShadowClan goes along with this, but then Hollyleaf, Lionblaze, Jaypaw, Flamepaw, Dawnpaw, and Tigerpaw create a fake sign from StarClan which brings Blackstar to his senses. He drives Sol out and he becomes a loner again.

Sunrise

Smoky and **Floss**: Hazeltail goes with Lionblaze, Hollyleaf, Birchfall, Brackenfur, and Brambleclaw to the sun-drown-place, so that Hazeltail gets the chance to meet her father, Smoky, for the second time she can remember. Smoky is surprised and proud to see her, and asks about Daisy, Berry, and Mouse. He is happy to hear that they have become warriors. He is impressed with Hazeltail's fighting skills when she and Birchfall spar playfully to show off to him, and comments that ThunderClan has taught its warriors well. He tells Hazeltail that she could come visit any time she wanted, and Hazeltail agrees.

Jingo and her group; comprised of **Hussar**, **Jet**, **Chirp**, **Merry**, **Pod**, **Fritz**, **Speckle**, **Frisk**, and **three unnamed kits**: Jingo finds the cats sent from ThunderClan to find Sol when they are being attacked by wild dogs. She helps distract the dogs and leads the Clan cats to an abandoned Twoleg nest where she acts leader of a group of loners. She explains all the pain that Sol put her and her friends through She, along with Hussar, seems to be unafraid at the prospect of the dogs entering the cats' hiding place. She also mentions that she was once a kittypet. She also leads them to Purdy and Sol by leading them along many rooftops and jumps, not once touching the ground in fear of dogs.

Flower, **Jester**, **Pepper**, and **Frosty**: Loners that were once part of Jingo's and Sol's group. However, Sol made them battle the dogs, and they all died.

Canon Loners in the Omen of the Stars Arc

The Fourth Apprentice

Woody: Woody is a loner who lives near the area where the beavers built a dam, blocking the stream. He tells the traveling Clan cats, about the beavers and the nearby Twolegs. He also tells them not to worry because the Twolegs are looking for the beavers, not cats. He explains to the Clan cats about beaver dams and lodges, and when they say they need to battle the beavers, he says that he wouldn't fight with them because it was too dangerous for him. After the first battle against the beavers, when Rippletail dies, Woody feels guilty and says he should have stopped them from attacking the beavers. Later, he helps dismantle the beaver dam on the second try, without fighting the beavers, and with his help, the Clan cats manage to separate the dam and free the water.

Canon Loners in the The Rise of Scourge

The Rise of Scourge

Ruby and **Socks**: Socks' and Ruby's Twolegs move, and abandon them on the streets. They become extremely skinny and underfed, but manage to find their brother. They beg Scourge for food, and he asks them why he should, and says it isn't his fault if they are too stupid or weak to find food, and that his own cats hardly have food. He lets them have some food before he orders his cats to chase them off BloodClan land.

Canon Loners in the Tigerstar and Sasha Arc

Sasha, **Hawk**, **Moth**, and **Tadpole**: After Sasha's Twolegs leave, she becomes a loner in the forest. She soon meets Tigerstar and gives birth to Hawk, Moth, and Tadpole with him. However, when Tigerstar asks whether or not she wants to join ShadowClan, she refuses, and leaves the Clans. In the end, they go to RiverClan where Sasha leaves her kits.

Canon Loners in the Ravenpaw's Path Arc

Minty, **Cloudy**, **Snowflake**, **Sniff**, **Icicle**: Minty, along with her mate, Willie, and some other cats, Pounce, Tess, and Snapper, arrive at Barley's Farm. She is heavily pregnant at that time, and soon

after Ravenpaw and Barley invite them in, she gives birth to four kits. She names them Snowflake, Icicle, Cloudy, and Sniff. She is one of the few cats that don't want to seem to hurt Barley and Ravenpaw very much, and doesn't feel the need to take over her barn.

The Heart of a Warrior

Snake and **Ice**: They stay at Barley's and Ravenpaw's barn after the small fight with the remnants of BloodClan. However, they make Ravenpaw do all the work and blame everything bad on him. They order him around and live contently as loners for the next few days. However, after a while, they get yowled at by Barley, who is furious on how they are treating Ravenpaw, and tells them to get out. Astonished, they tell them that they are kin, but Barley says that blood isn't everything. At first, they refuse, and say that they could take Barley down in a second. But then Barley slashes him across the face, making them realize they have lost the battle. They leave by saying Barley is pathetic, and how they would have never wanted to stay there anyway.

Canon Loners in the Lost Warrior Arc

Graystripe and **Millie**: Graystripe is a kittypet until he meets Millie. He tells her about ThunderClan and she is eager to learn everything she can about hunting and fighting. This makes Graystripe homesick so he leaves his kittypet life to become a loner. He asks Millie to come with him, but she is taken aback. Graystripe continues the journey, but when he gets hurt, Millie leaves her life a kittypet, too, and the two set off on their journey to find ThunderClan. It takes many moons, but finally, with the help of Diesel, they get to the Clan territories and meet Firestar at a Gathering. He takes the two back to ThunderClan to become warriors.

Warrior's Refuge

Husker, **Moss**, **Splash**, **Raindrop**, **Pad**, **Little Mew**, and **Birdy**: Moss is the mate of Husker, the sister of Splash, and the mother of Raindrop, Pad, Little Mew, and Birdy. She lives with them in a barn next to some Twoleg dens. The group of cats take Graystripe and

Millie in after Millie's eyes are scratched by corn plants. They let them stay until her eyes are healed. They stay for longer, teaching them dog language and warming up to the Twolegs. After Graystripe and Millie save a Twoleg kit, the family takes them in to live at the house and they become kittypets.

Elder

[image]

An elder is a Clan cat that has served his or her Clan faithfully, but has now retired. They are wise and are held in high respect by the other cats; their counsel and knowledge is sought several times even by Clan leaders, though they are often described as grumpy.

Description

They stay in their den most of the day, and enjoy meeting new kits. However, they may leave the camp if they wish to do so, such as to take a walk to stretch their legs or to hunt. Sometimes, they participate in Gatherings.

Elders are to be held with the utmost respect from cats of all Clans. They have served the Clan well in the past as apprentices and warriors. During their youth, they took care of the elders of their generation. Now, it is their turn to rest, and the youth of the Clan is to take care of them, in honor of all they have done to serve the Clan.

Elders are often susceptible to many diseases and injuries such as greencough and stiff joints. They are often treated by medicine cats and apprentices. They also are more than often tick-ridden, and it is the duty of the apprentices to use mouse bile to remove the ticks.

Tasks

Some tasks elders do are:

• Rub certain herbs on a cat's body when they have passed away to disguise the scent of death.

• Take deceased cats out of camp to bury them.

• Often will tell stories about Clan life as it was when they were growing up.

• They do not have to catch their own food, nor do hunting patrols or fight, except to defend if necessary.

Obtaining the Rank

An elder is usually an elderly cat who cannot do warrior duties any more due to their old age. When a warrior, queen or medicine cat wishes to retire, an Elder Ceremony is held. Sometimes a cat must retire early for reasons beyond their control (for instance a crippling wound, loss of sight etc). Usually if circumstances force a cat into early retirement, they will receive a new name in order to better suit their current state. Elders can also be taken in from being loners or kittypets at an old age, such as Purdy.

Outside of the Clans

BloodClan

BloodClan, the so-called "Clan" from the Twolegplace, does not care for their elders, and makes them hunt and care for themselves. They are not treated with the same respect as Clan elders.

The Tribe of Rushing Water

The Tribe of Rushing Water calls cats who have retired elders as well, and treat them much like Clan elders.

Darktail's Group

Darktail's Group, the band of rouges who drove out Skyclan, only let the strongest cats eat and don't care about their own queens and elders.

Kit

[image]

A kit is a cat under the age of six moons who is still living in the nursery with its mother and littermates. Kits are usually very mischievous and energetic, and are known to bother warriors and elders. However, they tend to be interested in the stories the elders tell. Most kits are eager to begin their apprenticeship before they reach six moons of age, and very curious about what happens outside their camp. A kit's name must end with the suffix '-kit'; for example: Bluekit, Snowkit, or Dovekit.

Description

When a kit is born, their mother or father names them, usually after its appearance (Ex. Sandkit), or sometimes to honor another cat of the same name (Ex. Firekit). Sometimes, though, kits have names that only have to do with the natural products on their territory, including animals, whether prey or enemies like foxes (Ex. Owlkit). Some kits are named for something significant that happened before or when they were born (Ex. Oakkit). When kits are not named because they die before their parents have a chance, the kits are named by other StarClan members. Kits stay in the nursery together with their mother who nurses them and takes care of them for six moons.

All Clan cats, and especially the queens and the mother, are very protective of kits. They are fed first and are not expected to catch their own food or do chores. It is said in the Warrior Code that: "No warrior may neglect a kit in danger, even if it is from a different Clan". However, half-Clan kits or those of non-Clan origins are usually frowned upon by pure-blood Clan cats as their commitment to their foster Clan can be questioned. Half-Clan kits are usually taken in by the Clan of the mother. Example: Featherkit and Stormkit went to live with RiverClan even though their mother, Silverstream, had died and their father, Graystripe, was still alive, in ThunderClan. Kits are not allowed out of the nursery until their

mother feels the time is right. After that, they can go around the camp, though never far from their mother. A kit cannot leave the Clan camp; however, sometimes they get away and get in trouble.

Kits tend to have soft and fluffy fur. They are usually curious, mischievous, and playful, trying to get the Clan warriors to play with them. Most of them are too young to fully understand the Clan traditions or the Warrior Code, but if they break a rule, they are not punished and sometimes very lightly scolded depending on the severity of their deed. They often accidentally annoy warriors and elders, but are fascinated in the stories the elders tell. Kits often want to start training or become warriors immediately, and have to be reminded that they must wait until they are six moons old.

Education

While in the nursery, kits gradually learn about their Clanmates, Clan ways, traditions, rivals, and about the Warrior Code as they age. Their mother, the other queens in the nursery, and the elders will tell them stories of great battles, journeys, and cats. The care of the kits is shared by all of the queens.

Once reaching the age of six moons, they become apprentices, which will replace the last part of their name to from "kit" to "paw" (for example, Frostkit becomes Frostpaw, Nightkit becomes Nightpaw, Crowkit becomes Crowpaw, Honeykit becomes Honeypaw, etc.). They will either go on the path of a medicine cat or a warrior, and their mentor will teach them the ways of the path they choose.

Queen

[image]

A queen is a she-cat that is expecting or has recently given birth to a litter of kits. Though known to be overly-protective of kits, queens usually are compassionate and kind, and in many cases they have been known to convince their mates or Clan leaders to take in cats in need of help.

Description

When a warrior she-cat is expecting kits or has recently given birth to a litter of kits, they become known as a queen and move to the nursery. When she-cats become queens, they give up their title and duties as a warrior, however, they become a warrior again once their kits have been apprenticed. Some she-cats, though, prefer to stay in the nursery even after their kits have become apprentices such as Daisy and Ferncloud. Queens have a vital role in continuing the Clans' survival as they give birth to the next generation of warriors. When a warrior dies, a queen might prepare the body with herbs for the vigil. Some she-cats can't have kits, however much they want them. If a queen does not wish to tell who the father of the kits is to the Clan, that is her choice. Queens usually adore their kits and want to make sure that they can be the best that they can be.

Nursing

Queens move to the nursery about a moon before giving birth, surrendering their warrior duties. They have their food delivered to them by their Clanmates as they become less mobile. A she-cat's pregnancy is just over two moons, after which she gives birth to the possible litter of one to five kits. The kits usually open their eyes soon, some almost from the moment born, and others in a day or two. Queens that have not kitted yet have no milk-scent; in contrast, those who have kitted have the milk-scent on them.

While kits are weaned at two moons, the queens remain in the

nursery until they are named apprentices (typically around six moons) to ensure proper care and education. Sometimes - although it is very rare - a queen leaves the nursery before her kit(s) become apprentices (such as how Moonflower did). Also, sometimes they leave before all of their kits become apprentices, such as Rainflower.

When a queen is unable to produce enough milk to feed her kits, another queen who has plenty of milk to spare will help her nurse until the kits are ready for fresh-kill such as Daisy and Ferncloud did when Squirrelflight didn't have any milk. Queens will also feed kits from outside of the Clan; for example, when Cloudkit was brought to ThunderClan, Frostfur convinced Brindleface to feed him.

A she-cat may request to stay in the nursery after her kit(s) are apprenticed, instead of resuming warrior duties. Goldenflower, Ferncloud and Daisy often helped out when needed in the nursery.

Borage leaves are sometimes given to queens that cannot produce milk for their kits, and parsley for those who still have milk even though they don't have kits.

Restrictions

A medicine cat, either male or female, is not allowed to take a mate and have kits, in order to not be distracted from their mission and work. Leafpool and Yellowfang were two examples of breaking this rule.

An apprentice never has kits, most likely to avoid interrupting their training, and a result of being too young.

A female leader or deputy generally does not have kits either (although it is not explicitly forbidden, as Leafstar and Squirrelflight had kits), because looking after them would keep her away from her leader or deputy duties for six moons or more. Male leaders, on the other hand, frequently father a she-cat's kits, such as Hailstar, Pinestar, Crookedstar, Bramblestar, and Firestar.

Apprentice

[image]

Apprentices are Clan cats six moons or older, training to be a warrior (or sometimes a medicine cat) under a mentor. All apprentices' names end with the suffix "-paw" (i.e., Lionpaw, Breezepaw, Leafpaw) which symbolizes the path their paws are on, until they receive their warrior name. Most apprentices just have the suffix "-kit" taken off their name and replaced with "-paw", but in special cases, their name completely changes (i.e., Hopkit). An apprentice becomes a warrior once their mentor or Clan leader thinks they have learned enough.

Description

Apprentices have their own den in the Clan camp where they sleep. Once an apprentice earns their warrior name, they are a full warrior and they are able to contribute to warrior duties, and they move in the warriors den. Sometimes apprentices are referred to as 'paws as mentioned in Fading Echoes. Apprentices can change their position as a warrior or medicine cat apprentice if they get permission, or if they have a certain injury, like Cinderpaw.

Tasks

Tasks of apprentices include:

• Training with their mentors

• Going hunting

• Going on border patrols with other cats of their Clan

• Looking after the elders, mostly taking ticks out of their pelts.

They still have fun, as there is an old apprentice trick of telling the kits that tiny drops of rabbit dung are actually tasty berries.

Duties and Rules

Apprentices cannot leave the camp without the permission of their mentor or another warrior, and they cannot eat until the elders and nursing queens eat, unless they have special permission. If an apprentice breaks a rule, they usually have to go through punishments, such as searching the elders pelts for ticks, and if they find any, they must dab some moss with mouse bile on it to get the ticks to drop off. Another punishment is cleaning out old bedding and replacing it with fresh moss. There are other punishments that have been given out, although sometimes it depends on their actions. In some cases, the leader will not allow the misbehaving apprentice to go to the next Gathering. It is noted that apprentices are worked very hard, as once starting, they'll be glad to get some sleep.

Education

A kit is usually apprenticed to a mentor at the age of six moons. Mentors are assigned by the Clan leader after an apprentice ceremony, choosing pairings based on seniority and whether or not the pair will be able to work together. The mentor is responsible for the training of the apprentice. After apprenticed, in the Forest they would've had to make a trip to the Moonstone with their mentor to receive StarClan's blessing, but now that the Clans have moved to the Lake, the tradition died out.

Warrior apprentices train with their mentor whenever their mentor takes them. In the Forest, ThunderClan apprentices would do battle training in the sandy hollow, and by the Lake, in the mossy hollow. As an apprentice, a cat learns fighting moves, hunting, and becomes familiar with the warrior code. An apprentice is usually not mentored from their blood relatives because they usually go soft on their kin. (One known exception of this is when Fireheart received his nephew Cloudpaw as his apprentice.)

After their mentor is satisfied with them and their skills, and after passing their final assessment, the apprentices are made into warriors after a warrior ceremony, and they keep a silent vigil watch overnight.

Assessment

An assessment is a test for an apprentice given by their mentor. When a mentor assesses their apprentice, they watch in secret as their apprentice hunts and judges how well they did. If it is their final test and their mentor deems the assessment a success, then they will become a warrior.

Medicine Cat Apprentices

A medicine cat apprentice sleeps in the medicine cat den with the full medicine cat. Medicine cat apprentices get their full name at the Moonstone/Moonpool. They also stay as an apprentice for as long as their mentor is still a medicine cat, even after they receive their full name, unlike warrior apprentices.

Most medicine cat apprentices take a liking of healing cats almost as soon as they are able to go outside the nursery. Kits or other apprentices can help out with the medicine duties if needed.

Medicine cat apprentices are taught about healing techniques, such as how to care for a sick cat, or what herbs and medicines do. They are usually taught in the medicine cat's den, or outside the camp when they gather herbs. They also learn how to interpret signs from StarClan.

After a medicine cat mentor is satisfied with their apprentice they are given a warrior name in a slightly different ceremony than a regular apprentice's. They are still known as an apprentice until the current medicine cat retires, or joins StarClan.

Special Cases

Kit for too long

Crookedkit - He stayed as a kit several moons longer than normal because of his jaw injury and as punishment for running away from the Clan.

Molepaw and Cherrypaw - Both were apprenticed six moons late due to continuity errors.

Apprenticed for too long

Swiftpaw, Brightpaw, and Thornpaw - They remained apprentices for too long due to Bluestar's decreasing mental health.

Other

Snowfur and Bluefur - They were made warriors despite not having visited the Moonstone, which was customary for all apprentices.

Mothwing - Her mentor, Mudfur, died before she finished her medicine cat training.

Mentor

[image]

Mentors are warriors of a Clan who teach apprentices in the ways of a Clan warrior. They teach them how to hunt and fight for their Clan, the ways of the warrior code, and it's also up to them to make sure that their apprentice doesn't get in any trouble. At the end of their mentoring, their apprentice advances to become a warrior.

Process

When a kit reaches six moons and becomes an apprentice, they are given a mentor. The mentor teaches them how to fight, hunt, patrol, familiarize them with The Warrior Code, and prepare them for life as a warrior. When a leader assigns a new apprentice to mentor, they chooses pairings based on seniority and whether or not the pair will be able to work together. Apprentices are rarely mentored by their own parents, as they would be too lenient on their children.

Warriors are able to request a kit they would like to mentor, although this does not necessarily guarantee they will be chosen as a mentor to said kit once they reach six moons. A warrior will often watch a kit they hope to mentor, and become familiar with the particular kit.

Mentors can have more than one apprentice, but this is not frequent. Warriors require certain qualities to be mentors - for instance, Bluestar refrained from giving the ThunderClan warrior Runningwind an apprentice, even though he was a senior warrior, because she thought he wouldn't have enough patience to train one. Another example is when Bluestar chose Tigerclaw to mentor Ravenpaw, because she thought that Tigerclaw's courage would help Ravenpaw be less timid.

However, it does not matter how experienced a warrior is; when a cat is made a warrior, they can then be a mentor at any time.

Leaders usually only train the deputy's kits and other kits of important heritage, like Bluestar mentoring Firestar, as he is the subject of an important prophecy.

Special Cases

There are some things that can stop a kit or apprentice from becoming an apprentice or delay the apprenticeship. Known examples include:

• Crookedpaw breaking his jaw and temporarily leaving the Clan.

• Cinderpaw breaking her leg.

• Whitepaw being blinded in one eye by a badger.

However, in many of these cases the apprentice or kit will either recover or train as a medicine cat apprentice. Both Cinderpelt and Jayfeather worked in the medicine den due to their ailments and were told they could not be warriors. Medicine cat apprentices are chosen by medicine cats, and unlike warrior apprentices, they remain apprentices even after receiving their full name, and continue to be until their mentor dies or retires.

Warrior

[image]

Warriors are adult Clan cats who feed and protect their Clanmates. Their duties are extremely important to the overall survival of the Clan.

Description

Warriors have been trained in the ways of fighting and hunting in addition to the ways of the Warrior Code. They are charged with the responsibility to feed and protect those cats who are elderly or unable to spend time out of camp.

Warriors make up most of a Clan: each cat is, was, or will be a warrior (except medicine cats) unless they die before they become a warrior (eg. Swiftpaw). When a she-cat expects or nurses kits, she temporarily gives up her warrior duties, but takes them up again when her kits are apprenticed. Although, sometimes this is not true, as some cats would rather stay in the nursery to help other arrivals of new kits (such as Daisy and Ferncloud).

Tasks

Warriors have the following tasks:

• Providing defense and security
  - Border patrols
  - Marking borders
  - Evicting or chasing out trespassers

• Camp security
  - Stand guard and raise the alarm if invaded
  - Protect the camp in the event of attack
  - Providing food for the Clan in the form of fresh-kill
  - Serving in offensive operations
  - Perform preemptive attacks against other Clans, either to eliminate a specific threat or to carry out another objective

defined by the Clan Leader
- Mentor warrior apprentices

Education

Kits are apprenticed at the age of six moons to a warrior, and are made full warriors once their mentor is satisfied with their skills and knowledge, and after they pass an assessment, and their leader is pleased with their training. During apprenticeship, the apprentice must pass several assessments - tasks their mentor gives them, usually hunting in a specific place, while the mentor follows them unseen to check how they are getting on.

An apprenticeship usually lasts for six moons or more, thus, warriors are older than 12 moons. Cats become warrior apprentices after an Apprentice Ceremony, and full warriors after a Warrior Ceremony.

Special Cases

Senior Warriors

A senior warrior is a warrior who is older and more experienced than the others, but has not decided to become an elder yet, and would rather serve their Clan as long as they can. Senior warriors are given respect, and are often asked for advice by the Clan leader. In the warriors' den, the senior warriors sleep towards the middle where it is warmest, while the younger warriors sleep towards the sides. An example of a senior warrior is Whitestorm of ThunderClan, who was well respected by all his Clanmates.

Daylight-warriors

The concept of "daylight-warriors" was introduced in SkyClan's Destiny. It denotes kittypets who sleep with their Twolegs in a Twoleg Nest at night, but participate in a Clan's activities by day, like hunting and patrolling. They can even train apprentices (an example of this would be Billystorm training Snookpaw), or become a medicine cat apprentice (as is the case of Frecklewish). These warriors are generally scorned for being "half-kittypet" by their full-Clanmates.

Deputy

[image]

A deputy is a warrior who is second in command to the leader, aiding them in their tasks and replacing them immediately after their death or retirement. Also, when the leader is ill or unable to perform their duties, the deputy will take the leader's place until they recover, and they will take their place at Gatherings if the leader is absent and cannot attend.

Description

Deputies are second in command of a Clan. A deputy is chosen by the leader to be their successor. Deputies sleep in the warriors' den; they do not have their own den like leaders do. Deputies are responsible for organizing daily patrols for the Clan, such as hunting patrols and border patrols. If a Clan leader is unable to lead a Clan temporarily due to sickness, being away from the Clan, etc., then the deputy would take over for that time. If a deputy is sick or injured, then a warrior will temporarily take their place. If the leader dies, the deputy would travel to Moonstone, or Moonpool with the medicine cat to share tongues with StarClan and receive their nine lives. If a deputy dies, the leader must appoint a new deputy before moonhigh.

Qualifications

• Must be a warrior.
• Trained at least one apprentice.
• Must be chosen by the Clan leader.

Appointment

The leader of a Clan must decide on a new deputy before moonhigh on the night that the old deputy has either died or become leader, and also must state his or her name before the body of the old deputy (if the previous deputy was deceased - if not, they say the new deputy's name before StarClan) so the spirit of the old deputy

or other regular spirits will hear and approve of the leader's choice of the new deputy. One exception to this rule is Fireheart, as Bluestar did not follow through with the ceremony right away. This lead to widespread rumors that Fireheart was unfit to be deputy.

When the leader dies or retires, the current deputy will become the new leader, unless a rebellion starts (like the one Mudclaw started) or the leader changes the deputy before death.

A warrior may not become deputy unless he or she has mentored at least one apprentice. This is not always followed, as StarClan may give the leader or medicine cat an omen to choose a warrior who has not had an apprentice, such as Leafpool having a dream that caused Firestar to appoint Bramblestar, although he had not ever been a mentor at the time. The main law's condition of being a mentor first was added to the warrior code after Acorntail of WindClan was appointed deputy under Featherstar. However, he was convinced he was the wrong cat and Featherstar suggested that he should mentor an apprentice to get used to giving orders and having authority. She later proposed this to add to the warrior code and the rest of the Clans gave their agreement.

Retirement

A deputy can resign from their position if he or she wishes to do so, for instance to retire as an elder (depending on age), or an injury that doesn't heal well. They can also be deposed by the leader if considered unfit for the position. In either of the cases, a new deputy will be named before moonhigh. A deputy can also be banished.

Tasks

Tasks of a Clan deputy include:

• Assisting the leader in their tasks; they are a sort of "apprentice leader"
• Assigning border patrols, listening to their reports and assigning hunting patrols
• Organizing warrior trainings to keep up their skills (like Brambleclaw did in Twilight)

• Making reports to the Clan leader
• Substitute for the Clan leader on Gatherings and in battles if they are unavailable (like Fireheart did for Bluestar after the fire that blazed through the forest in Rising Storm)
• As a deputy is also a warrior, they are expected to carry out warrior tasks as well (patrolling, hunting, mentoring etc.). They do not have a den of their own, but sleep with the other warriors.

If the deputy is unavailable for a span of time, the senior warriors will distribute the deputy's tasks between them (like the ThunderClan senior warriors did when Graystripe was captured or when Tawnyspots was sick during Bluestar's Prophecy).

Leader

[image]

A leader is a warrior who is highest in the Clan Hierarchy. The leader is responsible for everything that goes on in a Clan.

Description

Leaders are the head of their Clan. Their personality is the same as their Clan's and describes how their Clanmates treat others. The word of the Clan leader is law, proclamined by the warrior code, and all other Clan cats must obey them. They have their own den, and are assisted by a deputy in their tasks. They are responsible for the whole Clan, calling Clan meetings, appointing cats to new ranks, and making the toughest decisions. Each Clan has one leader, and their names end with the suffix -star (Examples: Bluestar, Tallstar, Raggedstar) At some times, they can have their warrior suffix, but are still recognized as leader. However, this cat must be waiting to receive nine lives, and cannot properly lead without them.

Qualifications

In order to become leader, a cat must meet these qualifications:

• Mentored at least one apprentice
• Selected by the previous leader to become deputy
• Must have been deputy at the time of the leader's death, retirement, or banishment (unless both the deputy and the leader die, as in the case of Flowerstar and Tigerstar)

In order for a cat to become leader, the previous leader must also be deceased, have retired, have left, or been banished.

Tasks

A leader has various tasks and privileges:

• Oversee the daily operations of the Clan and give them orders
• Speak on behalf of their Clan at Gatherings
• Lead the Clan in battles
• Appoint new apprentices and assign them to mentors
• Appoint new warriors once they've finished their training
• Appoint a new deputy if the former deputy has died or resigned
• Counsel with the deputy and the senior warriors and listen to their reports
• Discuss prophecies and omens with their Clan's medicine cat, and listen to their advice
• Solve conflicts between members of the Clan
• Dealing with politics/conflicts that happen out of the Clan, but can still threaten the Clan
• Decide if a non-Clan cat can join the Clan
• Exile Clan members who severely broke the warrior code or who present a danger to the Clan
• A leader is also expected to carry out warrior tasks, like going on patrols or mentoring apprentices
• Call Clan meetings if necessary for the good of the Clan

If the leader cannot carry out their tasks (for instance, because of illness or injury), the Clan deputy will substitute for them.

Appointment

When the former Clan leader dies or willingly retires, the current Clan deputy is appointed as the new leader. He or she makes a journey to the Clans' sacred place (such as the Moonstone or Moonpool), escorted by the Clan's medicine cat, to share tongues with their ancestors, receive their nine lives, and get their leader name.

The ancestors greet the new leader with the following words: *Your old life is no more. You have now received the nine lives of a leader and StarClan grants to you the guardianship of your Clan. Defend it well, care for young and old, honor your ancestors and the traditions of the warrior code; live each life with pride and dignity.*

Nine Lives

Upon sharing tongues with StarClan at their leadership ceremony,

the new leader is granted nine lives by the ancestors. This does not necessarily mean they will live longer, but they can survive accidents or injuries that would claim the life of any other cat. Each of the lives are granted by a single ancestor, usually from the same Clan and whose life was meaningful to the cat, and a gift of an attribute. This process can be surprising and painful, but it is important for the leader to fight fiercly for the Clan.

When the leader loses one of these lives, they black out and are taken to StarClan. There, a warrior ancestor speaks with the leader. The cat sees a pale outline of themselves that was their lost life. When the cat is revived back to consciousness, the wound or illness is removed to the best of StarClan's ability. If StarClan can't fix the ailment, each of the nine lives are ripped away. When a life is lost, a ghostly form of the leader can be seen in StarClan, but can't talk to or listen to any cats.

Retirement

A Clan Leader can resign if he or she wishes to do so (such as Pinestar did). This is approved by StarClan, and the current deputy can be appointed as the new leader. The former leader loses their leader name and the lives granted by the ancestors. If the leader doesn't give up all of their lives, the next leader's lives will be subtracted.

When a leader decides to retire, he or she must travel to the Moonstone/Moonpool and renounce their remaining lives, except for one. Then their deputy will succeed them.

Banishment

A Clan can demote a leader if they consider them unfit for the position (such as when ShadowClan banished Brokenstar). This is not approved by StarClan, and the ancestors won't recognize a new leader and give them their nine lives as long as the former leader is alive. (As Nightstar was not recognized as succeeding Brokenstar- therefore he was not given nine lives) But in cases such as Pinestar, he was still alive with one life left. When Sunstar was granted nine lives, usually Pinestar would have given him one of the lives, but was not in StarClan, and therefore Sunstar was only granted eight

lives.

Day-to-Day Life

The Clan leader will take part in patrols and hunting, but usually leaves the actual organization of the patrols to the deputy. Most leaders take interest in all aspects of Clan life, kits, elders, warriors, etc. They also listen to cats' personal problems and attempt to help, most likely to keep their Clan argument-free. Their main job is to keep the Clan running smoothly. When something is wrong in the Clan, cats are to immediately tell the leader first. The leader also listens to recounts of patrols, making sure nothing threatens the Clan.

Short Exclusive Story - After Sunset: The Right Choice?

Leafpool emerged from the trees and padded up the slope to the place where she could look out over the whole lake. She had left Brightheart watching Firestar while he slept; the ThunderClan leader hadn't lost a life in the fox trap, but his neck was bruised and he wouldn't be able to eat or speak for a while. Leafpool shuddered, remembering the sight of him lying so still with the trap clutched around his neck and a trail of blood leading away from his body-all the way down to the lake, where Hawkfrost lay half in, half out of the water with scarlet waves lapping at his fur.

Before there is peace, blood will spill blood. . . .

The prophecy had come true: Brambleclaw had killed his half brother, Hawkfrost, to save Firestar. Leafpool shook her head. StarClan may have sent her a dream of brambles with claws protectively circling the hollow, but she had felt nothing but fear when she heard Firestar name Brambleclaw as his deputy. And her first thought when she saw Firestar's body slumped beside the trap was: Brambleclaw did this.

She reached the top of the hill and stopped dead in surprise. A cat was sitting with his back to her, his head lowered and his shoulders hunched as if the lake was painful to look at.

"Brambleclaw?"

Brambleclaw's head shot up and he looked around. "Leafpool. I didn't expect to see you here." His voice was flat and his amber eyes were clouded.

"I . . . I often come up here to admire the lake," Leafpool meowed. Her heart was thudding in her chest and she told herself to stop being such a mouse-brain: Brambleclaw had killed his own kin to save Firestar. There was no reason to be scared of him.

Brambleclaw stood up. "I won't disturb you. Squirrelflight is probably wondering where I am anyway."

"No, stay," Leafpool told him. "There's plenty of room." She swept her tail to indicate the open stretch of grass that turned into WindClan territory where the ground began to slope down before rising up again to a longer, flatter ridge.

Brambleclaw nodded and sat down. Almost at once his shoulders hunched and he closed his eyes.

"Is everything all right?" Leafpool questioned. She couldn't ignore how dejected he looked. "Is it Hawkfrost?" It made sense that Brambleclaw would grieve for his kin, no matter how he had died.

"No," Brambleclaw meowed without looking up. "It's me."

Leafpool sat down, easing her growing belly to one side until she was comfortable. Oh, my precious kits, what will happen when you arrive? She pushed the thought away; there was time enough to worry about that.

"You can talk to me, you know," she told Brambleclaw. "I'm your medicine cat. It goes with the job."

"But if you weren't medicine cat, you wouldn't have anything to do with me, would you?" Brambleclaw flashed back at her. "Admit it, Leafpool, you don't trust me any more than the rest of ThunderClan, and you wish Firestar had never made me deputy."

Leafpool bristled. "If you recall, it was my dream from StarClan that reassured Firestar you were the right choice!"

Glowing amber eyes burned into hers. "I bet you wish you'd never closed your eyes."

Leafpool took a deep breath. "I don't have to trust you, Brambleclaw. StarClan approves of you, and my sister loves you. I just hope you don't do anything to let either of them down."

Brambleclaw looked at the ground again. "Then what about today? That was all my fault."

"What?" Leafpool was shocked. "How can you say that? You saved Firestar!"

"I had to kill my own brother. My first day as Clan deputy, and I had to take another cat's life. What kind of beginning is that?"

"An unlucky one," Leafpool conceded. "But you're a hero in the eyes of the Clan now."

Brambleclaw raised his gaze to her. "Really? Or do they think I'm bad luck because I haven't had an apprentice?"

Leafpool flinched. Brambleclaw was right: Many cats were anxious that Firestar had gone against the warrior code by appointing a deputy who hadn't been a mentor. And she shared their fears. Was today's violence and bloodshed a warning that the code should not have been broken? But if StarClan didn't approve, why send her the sign that sealed Brambleclaw as Firestar's choice? She shook her head, trying to clear it.

"I can try as hard as I like, but I'll never do anything right," Brambleclaw growled, and Leafpool was startled by the bitterness in his voice. "I will bring nothing but trouble to ThunderClan because I was made deputy when I shouldn't have been. My Clanmates didn't trust me before: Now they will blame me for everything that goes wrong, every drop of blood that is lost. Whatever I do, I will destroy my own Clan from within."

The blood roared in Leafpool's ears, and her eyes were dazzled by the red glow of the setting sun as it turned the lake crimson. Brambleclaw's words didn't sound like a threat: They sounded like a prophecy.

Short Exclusive Story - The Elders' Concern

"Lie still, Halftail! Or is your nest full of fleas?"

"How can I lie still? Bluestar has made sure I wouldn't be comfortable on a nest of swan's feathers." Halftail stabbed a crackly leaf with his claw and flicked it onto the bare earth. How typical of Dappletail to be so untroubled by what had happened. Her only worry was when her next piece of fresh-kill would be delivered.

"Pah! As if an apprentice nowadays would be brave enough to fetch swan's feathers," muttered Smallear. Halftail looked at him indulgently. Smallear was the oldest of all the elders, and he always had the best stories. "I remember when I was an apprentice, we all dared each other to steal from the swan's nest on the edge of the river to line our nests."

"Boasting again, Smallear?" Dappletail grumbled. "I seem to remember you came back with feathers that looked awfully black to have come from a swan. Much more like a crow's, in fact."

"Are we going to get any sleep tonight?" A small black-and-white face popped up from a nest at the edge of the den.

"No, Patchpelt, we are not," Halftail informed him. "We need to talk about what Bluestar did today, and how we can best help our Clan through these terrible times."

"Eh? What's that?" came a voice from the narrowest part of the tree trunk that sheltered the elders.

"It's all right, One-eye," Dappletail meowed loudly. "Go back to sleep. We'll be here all night if we try to make her hear," she added in a whisper to the others.

Halftail waited until the other elders had shuffled closer. "So, what

are we going to do about Fireheart?"

Patchpelt put his head to one side. "I'm not sure we can do anything. Bluestar's made him Clan deputy, and she won't change her mind because of us."

Smallear grunted as he eased his stiff back legs into a more comfortable position. "Well, she should. Does she have cobwebs in her head? The cat's a kittypet, for StarClan's sake! What does he know about leading a Clan?"

"And he's hardly been here for half a moon," Dappletail added. "This wouldn't have happened in our day. Oh, no."

Halftail looked at them in exasperation. "You don't get it, do you? Even if Fireheart had been born in ThunderClan, he shouldn't have been made deputy. Bluestar didn't appoint him before moonhigh!"

The other cats looked at one another, puffing out their top lips anxiously. "He's right," mewed Dappletail. "Lionheart died yesterday. The new deputy should have been named last night."

"The warrior code has been broken!" Smallear puffed. "We're all doomed!"

StarClan save me from my denmates, thought Halftail. "The code has been broken before, and it will be broken again. This does not need to ruin ThunderClan, but we must prepare ourselves for worse things to come. Bluestar?"

"?doesn't know what she's doing!" Smallear burst out. "Just what does she see in this orange kittypet? Is he the best hunter? No. That young cat Sandstorm could track a beetle in a blizzard. The best fighter? Ha, I'd like to see him take on Tigerclaw. Now there's a real warrior. So what exactly makes him so special?"

"If Bluestar knows, then she's not telling us," Dappletail meowed. "But there must be something, if she thinks he could be her deputy."

"You could see he wasn't happy about it," Patchpelt commented. "Any cat would think he'd been asked to jump into the gorge, not share the leadership of his Clan."

"This isn't his Clan!" Smallear's tail twitched crossly. "I'm not sure it should even be Bluestar's, after this."

"Maybe she appointed him deputy after moonhigh because she knew StarClan would object to him anyway?" Dappletail suggested.

Halftail pricked his ears. "If that's true, then it means she has stopped caring what our warrior ancestors think. Why would she do that? ThunderClan is healthy and safe-no less safe than it has been in the past, for sure."

Dappletail shuddered. "She can't turn her back on StarClan!"

"But she has," mewed Patchpelt in a small voice. "Fireheart is not a true deputy; he was appointed too late, and Lionheart's spirit would never have approved. What can we do? Look at us. We're old, deaf, toothless. We needed a warrior to lead our Clan, a light that would shine forever for all the moons to come. And Bluestar brought us a kittypet."

"I will never give up on my Clan!" Halftail argued. "StarClan is still watching us. If we treat Fireheart like our rightful deputy and give him a chance to learn and succeed, perhaps StarClan will accept him and forgive Bluestar."

Smallear turned away, his joints creaking. "I will never forgive Bluestar," he growled. "And Fireheart will never be our deputy. Not in my eyes."

"Nor mine," muttered Dappletail, and Patchpelt nodded in agreement.

Halftail stared at his denmates in dismay. He had gathered them together to find a solution, a way to rally the Clan in spite of Bluestar's strange choice for the new deputy and the warrior code being broken. But all they had done was uncover even greater depths of despair. Was Smallear right? Was ThunderClan doomed?

Clan Meeting

A **Clan Meeting** is an event held in the Clan camp when a Clan Leader convokes the Clan members to share important information with them.

Purpose

A Clan Meeting has one or more of the following purposes:

- Announcing important events or sharing information. (such as relating what happened at a Gathering.)
Example: Firestar sharing the news of the Gathering when RiverClan proclaimed that the lake was theirs.

- Conduct a ceremony (such as appointing new apprentices, warriors and deputies, confirming the retirement of elders, or changing the name of a cat.)
Example: Firestar calling a Clan meeting for the appointment of Lionblaze as a warrior.

- Warn Clan members about dangers. (such as the fox traps, a flood, or an impending attack.)
Example: Firestar calling a Clan meeting from the results of the battle with WindClan and ShadowClan.

- Bring the Clan members together to discuss an important matter.
Example: Leafstar calling the cats together to decide what to do about the Twoleg torturing cats.

Procedure

It is the privilege of the Clan Leader to convoke a meeting. However, sometimes other Clan cats do it; for example if they feel that an important information or question must be brought to the Clan (such as Mousefur calling a meeting in Sunset), or if the leader is not available (such as when Fireheart called a meeting in A Dangerous Path).

To begin the meeting, the leader climbs to a high place (such as the Highrock in the ThunderClan Forest Camp) where all cats gathered below can see and hear them well. They open the meeting with the words *"Let all cats old enough to catch their own prey gather here beneath the Highrock (or Highledge) for a Clan meeting."* This type of call has only been verified for ThunderClan. RiverClan's call is: *"Let all cats old enough to swim gather to hear my words."* ShadowClan and WindClan's calls have not been stated in the books yet. On the rare occasions of Clan meetings in the Dark Forest, a leader calls out with these words: *"Let all cats old enough to kill their own enemies gather here."* Once having the attention of all cats, the leader passes the message or performs the required ceremony.

Clan Meetings have no fixed dates; a meeting can be called at any time, whenever the leader feels the need to do so.

Meeting Locations

ThunderClan

In the Forest Territories:

Highrock: A large boulder on top of the Clan leader's den.

In the Lake Territories:

High-ledge: A ledge inside the ThunderClan gorge.

It should be noted that when ThunderClan had to leave their camp temporarily due to a flood, they used a mudfall/mudslide for Clan meetings in their temporary camp.

ShadowClan

In the Forest Territories:

Clanrock or the rock: A large, smooth, lichen-covered boulder at the edge of the clearing opposite from the camp entrance. Another rock is propped against it, creating a sheltered half cave beneath it - the medicine cat den.

While the meeting place has been called Clanrock in Yellowfang's

Secret and Secrets of the Clans, it was simply called 'the rock' in Tigerclaw's Fury.

In the Lake Territories:

Unnamed: A branch that hangs over the leader's den.

RiverClan

In the Forest Territories:

Unknown

In Crookedstar's Promise, the Clan appears to gather in the clearing for Clan Meetings.

Additionally, in the Tiger and Sasha arc graphic novels, Leopardstar is seen addressing the Clan while standing on a rock.

In the Lake Territories:

Unknown

It is possible that the Clan leader addresses the Clan from a willow tree stump by the Leader's Den, which the rest of the Clan gathers around, as seen in Mistystar's Omen.

WindClan

In the Forest Territories:

Tallrock: A jagged, dark, large boulder, with the leader's den at the back of it. It is encircled by a large, sandy crater called the Meeting Hollow.

In the Lake Territories:

Tallrock: A giant boulder, bigger than all the others.

SkyClan

In the Forest Territories:

Unnamed: A gnarled thorn tree.

In the Gorge:

Rockpile: A pile of boulders where the river appears.

Gestures

Gestures are actions that cats make when they're feeling a certain emotion or would like to express their feelings. Many gestures can be found below, and are very helpful when you're having a hard time on how to write your character!

Touching noses with another cat
Saying hello.

Constantly licking another cat's fur
Sharing tongues; grooming another cat.

Brushing tail on back or flank
Calming someone down.

Lick on the nose
Telling them you'd like to play.

Lick on the shoulder
Showing respect.

Licking constantly
Cleaning yourself.

Tail held high
Confident / proud.

Head tilted to the side
Expressing confusion or just thinking, "Huh."

Purring
Happy.

Stretching
Showing you're relaxed.

Lick on the ear
Comforting someone else.

Nuzzle
Comforting a close friend / lover.

Lick own chest fur
A gesture made to hide embarrassment.

Kneading paws against any surface
Showing you're content.

Lick on the paw
Telling someone else they're your friend.

Touching noses
Showing someone that you like them.

Lick on the cheek
Showing someone that you really like them.

Touch nose to cheek (for lovers)
Telling them you're glad they're here with you, or telling them you're happy / relieved to see them.

Touching nose to cheek
Telling someone that you're happy for them.

Lick below the chin
Telling someone that you want them forever.

Lick on forehead
Telling someone that you love them, either as family, a friend, or lover.

Lick on the tail
Asking someone to be your mate.

Entwining tail with another cat's (for lovers)
Expressing love and/or telling them that you both will be together forever.

Lick under/on belly (for lovers)
Telling them you want kits.

Rubbing against another cat
Telling someone you like them, don't worry, and/or I love you.

Rubs tail anywhere
Flirty, comforting, or curious.

Eyes wide open
Showing surprise / fear.

On your back
Showing someone they're stronger than you / showing that you respect someone.

Tail tucked
Showing fear.

Tail fluffed up
Showing anger / fear.

Coat standing up/bristled
Showing fear / anger.

Flatten ears
Telling someone to back off / showing hurt / showing guilt.

Snarling
Telling someone to back off before you make them.

Growling/Hissing/Spitting
Showing anger or frustration.

Raking claws on something
Sharpening your claws.

Bares teeth
Telling someone to get away from you.

Dawn of the Clans [Prequel Series]

[image] [image] [image] [image] [image] [image]

DAWN OF THE CLANS
Prequel Series

2013-2015

For many moons, a tribe of cats have lived peacefully near the top of a mountain. But prey is scarce and season are harsh—and their leader fears they will not survive.

When a mysterious vision reveals a land filled with food and water, a group of brave young cats set off in search of a better home. But great danger awaits them. In this unfamiliar world, faced with loners and fierce rogues all vying for territory and power, the travelling cats must find a new way to live side by side—or risk tearing one another apart.

The mountain cats followed the sun trail to a new territory, convinced that in a land with more prey, their lives would be free from strife. But while no cat has gone hungry, tensions are rising—and the once firmly united group has split in two.

Caught in the middle is a young cat named Thunder. Orphaned after his father, Clear Sky, rejected him, Thunder has thrived under Gray Wing's watchful eye. But Thunder cannot escape the memory or hurt of his father's rejection. When a devastating fire rips through the forest, Thunder's natural abilities are put to the test. Impressed, Clear Sky invites Thunder to join him. But allegiances borne over time can be stronger than blood ties, and Thunder is forced to decide if he is with his father—or against him.

Since fleeing from Clear Sky's camp in the forest, Thunder has safely

returned to settle on the moor with Gray Wing. But the rivalries that have plagued the cats for moons are growing stronger. Gray Wing still believes there is a way for both groups to live in peace, while Clear Sky insists that harsh rules and divided territories are the only hope for the future.

What started as a misunderstanding between two brothers has spread far and wide—and now every mountain cat, rogue, and kittypet who settles in the forest will be forced to pick a side.

To survive, you must grow and spread like the Blazing Star.

In the aftermath of the first great battle, the grounds of the four trees have been stained with blood and every cat has lost denmates and kin. Now, guided by the spirits of the fallen, the cats from the mountains must figure out how to move on.

Though each group has sworn to a truce, simply keeping the peace may not guarantee their survival. Having lost Turtle Tail and given up his role as leader to Thunder, Gray Wing is no longer sure where he belongs. Clear Sky is losing his grip on the forest cats to a dangerous one-eyed rogue. And worst of all, a mysterious, deadly disease threatens to strike deep into the heart of both camps—keeping tensions simmering close to the surface. Only one thing can save them: they must seek the Blazing Star. . . .

Leaf-bare has fallen once more, threatening all cats with hunger and cold. Meanwhile, the message from the spirit-cats remains the same: in order to survive, they must grow and spread like the Blazing Star. And they must hurry.

Clear Sky is certain that the only way forward is for all cats to band together again, but few are willing to ally with him—and Gray Wing and Thunder can barely look him in the eyes. Tall Shadow is determined to establish a new camp in the pine forest. River Ripple is content near the water. And Wind Runner has made her own home on the moor. The time has now come for all cats to decide where they will live—and where their allegiances truly lie.

After moons of deliberation and strife, the forest cats have settled into five camps, following the spirit cats' advice to spread out like

the petals of the Blazing Star. But now the dangerous rogue Slash has kidnapped Star Flower and made demands for prey that the forest cats cannot afford to meet.

Clear Sky is desperate to save his mate and the kits she carries, but he cannot do it alone. To have any hope of defeating Slash, Clear Sky must join with the other groups, led by Tall Shadow, Wind Runner, Thunder, and River Ripple. The other leaders are reluctant to risk helping Clear Sky, but as Slash's rogues grow more brazen and their attacks more vicious, all five groups will have to work together if their new way of life is to survive.

The Prophecies Begin [Series 1]

[image] [image] [image] [image] [image] [image]

THE PROPHECIES BEGIN
First Series [1]

2003-2004

Fire Alone Can Save Our Clan...

For generations, four Clans of wild cats have shared the forest according to the laws laid down by their warrior ancestors. But the ThunderClan cats are in grave danger, and the sinister ShadowClan grows stronger every day. Noble warriors are dying - and some deaths are more mysterious than others.

In the midst of this turmoil appears an ordinary house cat named Rusty... who may turn out to be the bravest warrior of them all.

Fireheart is a ThunderClan warrior cat now, but danger still lurks in the forest - and possibly closer than he thinks. With the chill of winter setting in, the cats of rival RiverClan are growing restless, while WindClan turns weak and faces threats from all sides.

As tensions build up to an explosive climax, Fireheart faces not only imminent battle, but betrayal from within his own Clan.

Tensions are still high among the warrior Clans that roam the forest, and as allegiances shift, it becomes harder than ever to know whom to trust.

Fireheart is determined to find out the truth about the mysterious death of the former ThunderClan deputy Redtail. But as he searches for answers, he uncovers secrets that some believe would be better

left hidden. . .

Fireheart's traitorous enemy Tigerclaw has been vanquished and exiled from ThunderClan, but Fireheart can't shake the feeling that he's lurking out there in the forest, waiting for his chance to strike.

That's not the only problem facing the young ThunderClan deputy in these blazing summer months, as he struggles to handle sinister omens, an apprentice with a shocking secret, and a devastated Clan leader who is a shell of her former self.

Meanwhile, the forest gets hotter and hotter... and everyone braces for the coming storm...

ShadowClan now has a dark new leader, but will he be satisfied with his power now - or does his desire for revenge burn even more strongly? Fireheart fears that there is a connection between the rise of Tigerstar and the terrible dreams of danger that haunts his nights.

Meanwhile, a mysterious threat has invaded the forest, placing every cat's life in peril. Fireheart's beloved leader has turned her back on their warrior ancestors, and Fireheart can't help but wonder if she's right. Has StarClan abandoned them forever?

ThunderClan's darkest hour is upon them, as Tigerstar's quest for power plunges the forest into terrible danger. In order to save his friends, Firestar must uncover the meaning of an ominous proclamation from StarClan:

"Four will become two.
Lion and tiger will meet in battle,
and blood will rule the forest."

The time has come for prophecies to unfold, and for heroes to rise....

The New Prophecy [Series 2]

[image] [image] [image] [image] [image] [image]

THE NEW PROPHECY
Second Series [2]

2005- 2006

Darkness, Air, Water, and Sky will come together... and shake the forest to its roots.

The wild cat Clans have lived in peace and harmony for many moons - but now, strange messages from their warrior ancestors speak of terrifying new prophecies and a mysterious danger.

All the signs point to young warrior Brambleclaw as the cat with the fate of the forest in his paws. But who are the other cats mentioned in the prophecy? All he knows for sure is that the strength and courage of the greatest warriors will be needed now, as the quest to save the Clans begins.

Moons have passed since six cats set out from the forest on a journey to save their Clans. Now they are traveling home again, but on their way through the mountains, they meet a tribe of wild cats with a secret... and their own mysterious prophecy to fulfill. Stormfur can't understand their strange fascination with him, but he knows the danger they face is real.

Meanwhile, back in the forest, Firestar and Leafpaw watch ThunderClan's world crumbling around them. Will the questing cats make it back in time to save the Clans, or will they be too late?

The young cats who set off on a quest many moons ago have returned with a chilling message: The Clans must move to a new home, or risk extermination.

But the dangers waiting for them beyond their borders are impossible to predict, and the cats have no idea where to go. What they need is a sign from StarClan. . . .

Before there is peace, blood will spill blood...

The Clans have finally arrived in their new home, and now they must establish territories and learn the hidden dangers of this unfamiliar world. Most importantly, they must find a replacement for the Moonstone–a place to communicate with StarClan. But more than one cat harbours ominous plans, and as the warriors wait for a sign, some of them begin to realize that the threats they face in the forest may not be as perilous as the threats they face from within...

Before there is peace, blood will spill blood and the lake will run red...

New territory brings new troubles for the fierce cats of the warrior Clans. Dangers they have never faced before are lurking in the twilight shadows, and former allies are acting strangely hostile.

As divisions between the Clans grow deeper, Firestar's daughters face troubling decisions. The choices they make now could affect ThunderClan for generations to come... and with an unexpected enemy preparing to attack, their courage and strength will be needed more than ever if the Clan is to survive.

As shadows of the past continue to haunt the forest, Brambleclaw is haunted by a dark figure on a dangerous quest for revenge, and must struggle to remain true to his Clan. A sinister path is unfolding and the time is coming for certain warriors to make the choices that will determine their destiny... and the destiny of all the Clans.

Power of Three [Series 3]

[image] [image] [image] [image] [image] [image]

POWER OF THREE
Third Series [3]

2007-2009

There will be three, kin of your kin... who hold the power of the stars in their paws.

The wild cats have flourished in their new home on the banks of the lake for several seasons, and the Clans are growing strong and healthy with new kits. Now, the time has come for three kits of ThunderClan to become apprentices.

Hollypaw, Jaypaw, and Lionpaw spring from a strong legacy: children of Squirrelflight and Brambleclaw, two of the noblest ThunderClan warriors, and grandchildren of the great leader Firestar himself. All three young cats possess unusual power and talent and seem certain to provide strength to the Clan for the next generation.

But there are dark secrets around the three, and a mysterious prophecy hints at trouble to come. An undercurrent of rage is rising against those who are not Clan-born, and the warrior code is in danger of being washed away by a river of blood. All the young cats' strength will be needed if the Clans are to survive.

The three children of Squirrelflight and Brambleclaw, grandchildren of the great leader Firestar, have thrived in their apprenticeships: Lionpaw's strength and energy serve him well as a warrior in training, Hollypaw's honesty and her understanding of The Warrior Code, and Jaypaw explores his mysterious powers and connection to StarClan as a medicine cat apprentice.

With more experience comes both power and danger: Lionpaw makes a friend – and a discovery – that must be kept hidden; Jaypaw learns a secret that could benefit ThunderClan by damaging others; and Hollypaw knows something that could avert a battle, if she could convince the rest of her Clan.

The three are torn apart as each discovers darkness: in themselves, in the Clans, and in the past. And, as conflict begins over what it means to be a warrior, rising tensions threaten to overflow, washing away the peace that has existed for many moons.

A secret prophecy shapes the lives of Firestar's grandchildren, but only one of the three knows about it. Jaypaw is captivated by the power it promises, and he believes the key to that power may lie buried in the distant past – with the ancient cats who once walked these woods and now prowl through his dreams.

His search for answers leads him toward the mountains – the home of the Tribe of Rushing Water. Lionpaw and Hollypaw feel drawn to the mountains too, for different reasons.

But the mountains hide secrets as well as answers, and if the three cats find a way to get there, they may discover more than they ever expected.

Firestar's three grandchildren have learned of the powerful prophecy that foretells their destinies, and the responsibility of deciding the Clans' future weighs heavily on the three apprentices. But each secretly yearns for power; Lionpaw dreams of being unbeatable in battle, while Hollypaw longs to be a great leader, and Jaypaw knows only he could see the true past and future for them all. Their strengths are tested when ThunderClan is suddenly attacked--and all the Clans are thrown into a battle unlike any the cats have seen.

Then a dark shadow falls across the forest, and a mysterious stranger warns the Clans of more trouble to come. For the first time, it appears that StarClan does not hold the answers the cats need.

All of a sudden, the warrior code is being tested. A crisis of faith threatens to tear the four Clans apart and destroy what the cats

have built their lives upon...

The Clans are in turmoil. ShadowClan has turned their backs on StarClan and pledged to follow the dark predictions of Sol, the strange cat who predicted the solar eclipse. But not all the cats have lost faith in their warrior ancestors...

Jaypaw is convinced that StarClan still holds an important place in The Warrior Code, but his search for answers leads him far back into the past of the Clans, farther back than even StarClan can remember. Lionblaze, tortured by violent dreams and bloody visions of himself killing Heathertail, wishes he had never been prophesied to be one of the three...but to turn his back on his denmates would be the ultimate betrayal. And Hollyleaf is terrified that once the Clans lose their faith, the warrior code will fall apart. She's willing to fight tooth and claw to preserve it--whatever the cost. In these turbulent and confusing times, claws are unsheathed, fangs are bared, and the dark undertake of the forest is revealed.

And when murder stalks into the heart of ThunderClan, the cats realize that the darkest shadows don't always lie outside the territory.

A mysterious murder in the ranks has ripped ThunderClan apart. But more secrets still remain to be discovered.

Jayfeather is determined to find out who his real parents are. But he'll have to trample through a forest of lies in order to uncover the truth. Hollyleaf is shocked by her Clan's disobedience of the warrior code, and distraught enough to strike out at someone she's always admired. And Lionblaze must bear horrified witness to events that will change everything he believes.

In the harshest days of leaf-bare Clanmate turns upon Clanmate, danger lurks behind familar faces, and one more warrior may be lost forever...

Omen of the Stars [Series 4]

[image] [image] [image] [image] [image] [image]

OMEN OF THE STARS
Fourth Series [4]

2009-2012

After the sharp-eyed Jay and the roaring Lion, peace will come on Dove's gentle wing.

Four warrior Clans have shared the land around the lake as equals for many moons. But a prophecy foretells that three ThunderClan cats will hold the power of the stars in their paws. Jayfeather and Lionblaze know that they are two of the cats in the prophecy. Now the brothers must wait for a sign from StarClan to discover the identity of the third cat.
Meanwhile, Dovekit and Ivykit — kin of the great leader Firestar — are poised to become ThunderClan apprentices. Soon one sister will have an ominous dream—and will begin to realize that she possesses mystical skills unmatched by any other cat.

In the midst of a cruel season that threatens the lives of all four warrior Clans, bonds will be forged, promises made, and three young cats will start to unravel the secrets that bind them together.

Three ThunderClan cats, Jayfeather, Lionblaze and Dovepaw, are prophesied to hold the power of the stars in their paws. Now they must work together to unravel the meaning behind the ancient words of the prophecy.

As Jayfeather tackles his new responsibilities as the Clan's sole medicine cat and Lionblaze trains his apprentice in the ways of the warrior cats, Dovepaw has her own unique ability and tries to use it for the good of ThunderClan. But the dark shadows that have preyed on the Clan for many moons still lurk just beyond the forest.

Soon a mysterious visitor will walk in one cat's dreams, whispering promises of greatness, with results that will change the future of ThunderClan in ways that no cat could have foreseen.

Jayfeather and Lionblaze are determined to uncover the real reason that ThunderClan was led into the deadly battle with ShadowClan. Meanwhile, Dovepaw must face a startling fact and realizes that evil is sometimes no more than a whisker's length away. As tensions between the four Clans grow, one cat will make a stand for what is right--but at what price?

The end of the stars draws near. Three must become four to battle the darkness that lasts forever....

The dark forces that have driven a rift between the four warrior Clans are growing stronger. Jayfeather, Lionblaze, and Dovepaw now know that unless they can unravel the true meaning behind the prophecy that binds them, the warrior code could be destroyed forever.

While Lionblaze remains focused on protecting ThunderClan from another deadly battle, Jayfeather receives a desperate plea for help from the Tribe of Rushing Water. He must travel to the mountains in search of answers that link the Clans to the Tribe in ways no cat could have imagined. But with the summons comes an ominous warning that suggests the power of the stars may not be enough to save the Clans.

With a divided StarClan driving a treacherous rift between the four warrior Clans, the spirits of the Dark Forest are gaining strength. Ivypool's role as a spy becomes more dangerous with each passing day. Dovewing is haunted by nightmares about the mountains and finds herself paralyzed by fear of what lies ahead.

Then an outsider appears in ThunderClan's midst, spreading discord and pushing the Clans farther apart. As tensions mount and Clanmates turn against one another, the warrior cats will be forced to choose whose word they can trust - before it's too late.

After countless moons of treachery, Tigerstar's Dark Forest apprentices are ready to lay siege upon the warrior Clans. As

Jayfeather, Dovewing, and Lionblaze prepare to lead their Clanmates into battle, they await the arrival of the mysterious fourth warrior who is prophesied to help lead the Clans to glory.

The darkest hour the Clans have ever faced has dawned. Hopes will be shattered and heroes will rise as the warriors fight for their very survival.

A Vision of Shadows [Series 5]

[image] [image] [image] [image] [image] [image]

A VISION OF SHADOWS
Fifth Series [5]

2016-2018

Embrace what you find in the shadows, for only they can clear the sky.

For many moons, the warrior cats have lived in peace in their territories around the lake. But a dark shadow looms on the horizon, and the time has come for one young cat to shape his destiny—and the fate of all the warrior Clans.

Alderpaw, the son of the ThunderClan leader, Bramblestar, is eager to find his place in Clan life. When he begins having strange dreams —visions that can only have been sent by the warrior ancestors in StarClan—Bramblestar names him apprentice to the Clan's medicine cat. But the omens in Alderpaw's dreams will soon send him away from everything he has ever known on a quest to ensure the Clans' survival.

The warrior cat Clans have enjoyed many moons of peace and prosperity—but a dark season approaches, and those days will soon be over. Guided by a mysterious vision, the young apprentice Alderpaw of ThunderClan must go on a dangerous journey . . . a journey that may be the Clans' only hope.

It's been nearly a moon since Alderpaw returned from his quest, unsuccessful but not empty-pawed. The two kits he found, Twigkit and Violetkit, have been taken in by two Clans: ThunderClan and ShadowClan. There is little hope for a reunion, as tension between the Clans begins to rise in the face of a new threat. The same vicious group of rogues that drove out SkyClan has traced Alderpaw's path back to the territories around the lake—and

ShadowClan may be the next to fall.

ShadowClan has fallen. A group of rogues now rules the pine forest, and their cruel leader, Darktail, will not stop until he has conquered the rest of the Clans. Alderheart is more certain than ever that their only hope is to find the lost SkyClan and fulfill StarClan's prophecy—before Darktail's vicious reign puts an end to the warrior Clans forever.

SkyClan has returned to its rightful place among the other four warrior Clans, hoping to find a new territory to call home. But not every cat is convinced that this is where SkyClan belongs. The careful balance around the lake is more fragile than ever before—and the fate of all the warrior Clans remains uncertain.

The forest is free of Darktail and his vicious rogues, and the long-lost SkyClan has returned to its place among the other four warrior Clans. With StarClan's prophecy fulfilled, many cats believe the danger is past. But after moons of division and strife, ShadowClan is in danger of falling apart forever....

ShadowClan has returned under the leadership of a new Tigerstar, but their renewed strength has brought the tensions around the lake to an explosive breaking point. SkyClan's place among the Clans is about to be decided once and for all.